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Subject: Skinning Help Plz

Posted by [cpjok](#) on Wed, 02 Jul 2008 02:59:32 GMT

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ok i was changeing loading screen

but it dosent work it is just a black screen with loads of writeing on it anyone know what i have to do

This is my DSS settings there set at

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### File Attachments

1) [LS.JPG](#), downloaded 742 times



### NVIDIA dds Format (v3.11)

**Save Format**

- DXT1 (No Alpha)
- DXT1 (1 bit Alpha)
- DXT3 (Explicit Alpha)
- DXT5 (Interpolated Alpha)
- 16 bit (4:4:4:4)
- 16 bit (1:5:5:5)
- 16 bit (5:6:5)
- 32 bit ARGB
- 24 bit RGB
- 16 bit (0:5:5:5)

**MIP maps**

- Generate MIP maps
- Use Existing MIP maps
- No MIP maps

**MIP map generation**

- Box Filter  Kaiser
- Cubic Filter  Linear-Light Kaiser
- Full DFT

**Options**

- Dither Color  Dither Each MIP
- Binary Alpha
- Alpha Zero Border (1 texel)
- Border Color (1 texel)
- Normalize MIP Maps
- DuDv Map

**Fade MIP Maps**

- Fade MIP maps
- Fade Alpha Blend Amount  %

**Select Formats to Preview**

- DXT1  Override  emulate
- DXT1 (alpha)  emulate
- DXT3
- DXT5
- 16 bit RGB (4:4:4:4)
- 16 bit RGB (1:5:5:5)
- 16 bit RGB (5:6:5)
- 32 bit ARGB

**Preview Options**

- Alpha Blending
- Show Differences (magnified)
- Enable Filtering
- Mip Mapping
- Anisotropic

2D Texture  
 Cube Map  
 Image (No MIP maps)