
Subject: DDS textures not working

Posted by [crazfulla](#) on Sun, 06 Jan 2008 03:53:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mmm Kay I didn't want to hijack the other guy's DDS/TGA thread.

I made a new back.dds in PS:CS2 for the Renegade 1942 mod, saved as DXT5, tested it by plopping it in my renegade data folder and it doesn't work:

dds_blah.jpg

I may be doing something wrong or it may be a texture clash but shouldn't the back.dds I placed in the data folder override the one inside always.dat

If someone else can tell me what I'm doing wrong or even get it to work themselves it would be much appreciated, this is the image I am trying to use:

britain.jpg

File Attachments

1) [britain.jpg](#), downloaded 661 times



2) [dds blah.jpg](#), downloaded 671 times



Subject: Re: DDS textures not working
Posted by [Veyrdite](#) on Sun, 06 Jan 2008 04:05:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you emulate for XBOX?
And isn't it supposed to be DXT1 if it has no alpha?

Subject: Re: DDS textures not working
Posted by [Scrin](#) on Sun, 06 Jan 2008 07:45:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: DDS textures not working
Posted by [Gen_Blacky](#) on Sun, 06 Jan 2008 08:11:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

DXT1 for menu without alpha.

Subject: Re: DDS textures not working
Posted by [saberhawk](#) on Sun, 06 Jan 2008 10:00:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

It needs to match the DDS file in always.dat exactly in order to not have issues like that.

Subject: Re: DDS textures not working
Posted by [crazfulla](#) on Sun, 06 Jan 2008 14:43:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mint.

One more question, what is the file name for the C&C Renegade logo in the top left? I see scrin has modified his...

Subject: Re: DDS textures not working
Posted by [Slave](#) on Sun, 06 Jan 2008 16:04:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

if_renlogo.dds DTX5

Subject: Re: DDS textures not working

Posted by [crazfulla](#) on Sun, 06 Jan 2008 16:12:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Sun, 06 January 2008 10:04if_renlogo.dds DTX5

Thanks.

DXT5 naturally because it has alpha channel

Subject: Re: DDS textures not working

Posted by [EA-DamageEverything](#) on Wed, 30 Jan 2008 17:24:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

The Background file is DXT1a, weighs 170Kb and is about 512x512 big. Name: back.dds

File Attachments

1) [menu.jpg](#), downloaded 532 times

COMMAND & CONQUER RENEGADE

Allein zocken

Online zocken

Über LAN zocken

Crashkurs für n00b

Optionen

Raus hier!

© 2002 Westw