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

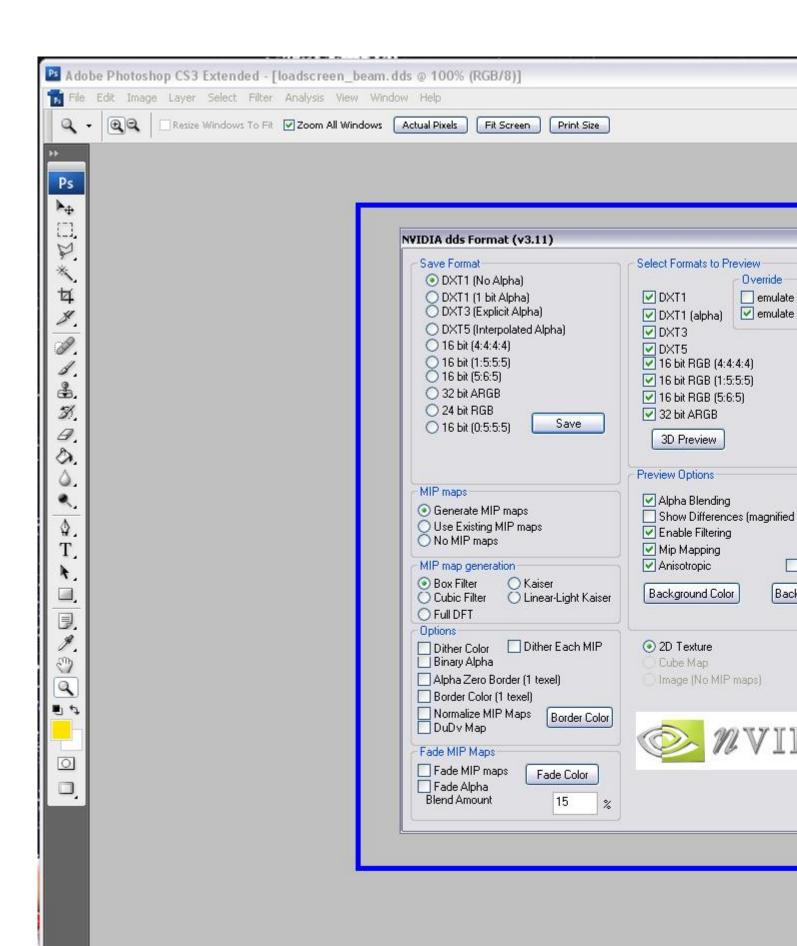
This is my DSS settings there set at

File Attachments

1) LS.JPG, downloaded 478 times

Page 1 of 6 ---- Generated from

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Subject: Re: Skinning Help Plz

Posted by SSnipe on Wed, 02 Jul 2008 03:06:18 GMT

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when u extract a skin file from always.dat iwth xcc mixer on the top says pixel type: of something it will say

dxt1

dxt2

dxt3

dxt4

dxt5

what ever it says are the setting you have to choose when you save it

Subject: Re: Skinning Help Plz

Posted by cpjok on Wed, 02 Jul 2008 09:40:22 GMT

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ok ill go look and see

Subject: Re: Skinning Help Plz

Posted by Veyrdite on Wed, 02 Jul 2008 09:43:22 GMT

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Only override the XBOX alpha if you exporting DXT5, otherwise select the other override option.

Subject: Re: Skinning Help Plz

Posted by cpjok on Wed, 02 Jul 2008 12:14:26 GMT

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i checked this thing and its a DXT1 what i do to export one of them as i tryed to myself and it still dosent work

Subject: Re: Skinning Help Plz

Posted by saberhawk on Thu, 03 Jul 2008 00:59:44 GMT

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cpjok wrote on Wed, 02 July 2008 07:14i checked this thing and its a DXT1 what i do to export one of them as i tryed to myself and it still dosent work

When opening it, don't load all the mipmaps also.

Subject: Re: Skinning Help Plz

Posted by cpjok on Thu, 03 Jul 2008 11:41:57 GMT

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it still dosent work

Subject: Re: Skinning Help Plz

Posted by cpjok on Fri, 04 Jul 2008 23:08:30 GMT

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so what i do now

Subject: Re: Skinning Help Plz

Posted by Veyrdite on Sat, 05 Jul 2008 00:11:40 GMT

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File Attachments

DXT5 (Interpolated Alpha)

I) RF_DXII-export	. Jpg, downto	aded 339 times	
NVIDIA dds Format (v3.11)			
Save Format	Select Formats to Preview		
DXT1 (No Alpha)		Override	
DXT1 (1 bit Alpha) DXT3 (Explicit Alpha)	✓ DXT1 ✓ DXT1 (alpha)	✓ emulate xbox DXT1 ✓ emulate xbox DXT1 (alpha)	

DXT3

Subject: Re: Skinning Help Plz

Posted by saberhawk on Sat. 05 Jul 2008 00:30:28 GMT

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Upgrade your DDS plugin. Way newer one available at http://developer.nvidia.com/object/photoshop_dds_plugins.html

Subject: Re: Skinning Help Plz

Posted by cpjok on Sat, 05 Jul 2008 20:03:45 GMT

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Subject: Re: Skinning Help Plz

Posted by cpjok on Sat, 05 Jul 2008 21:52:52 GMT

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still dosent work

Subject: Re: Skinning Help Plz

Posted by saberhawk on Sat, 05 Jul 2008 23:42:15 GMT

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Update your DDS plugin, make sure you don't load the mipmaps, make sure it's the same size as the original, and make sure it's the same format.

Subject: Re: Skinning Help Plz

Posted by cpjok on Sat, 05 Jul 2008 23:43:19 GMT

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i did all that still dosent work

Subject: Re: Skinning Help Plz

Posted by GrimmNL on Sat, 05 Jul 2008 23:47:25 GMT

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then you fail.

Subject: Re: Skinning Help Plz

Posted by cpjok on Sun, 06 Jul 2008 00:06:27 GMT

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Yep i fail

Subject: Re: Skinning Help Plz

Posted by Veyrdite on Sun, 06 Jul 2008 00:17:14 GMT

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GrimmNL wrote on Sun, 06 July 2008 09:47then you fail.

How helpful

Can you export other skins/textures without hitches?

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