
Subject: dds
Posted by [samous](#) on Fri, 31 Oct 2008 03:44:53 GMT
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Does anyone have a working DDS converter, I have tried DDS converter 2.1, and DDSvr, but when I convert them to DDS, the image in-game is ALL black.

=samous

NOTE:I don't have Paint Shop Pro or Photo Shop.

Subject: Re: dds
Posted by [saberhawk](#) on Fri, 31 Oct 2008 04:13:08 GMT
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Uhh, you need to match the resolution and texture format type exactly when trying to replace a texture that's already used ingame. So if the existing texture is 128x128 and is using DXT5, your replacement texture needs to be 128x128 and using DXT5. XCC Mixer shows the info you need above the texture in always.dat

Subject: Re: dds
Posted by [Gen_Blacky](#) on Fri, 31 Oct 2008 04:20:42 GMT
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tools <http://renhelp.net/index.php?mod=Tutorials&action=view&id=64>

Subject: Re: dds
Posted by [Di3HardNL](#) on Fri, 31 Oct 2008 16:41:01 GMT
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its because you dont make the dds setting right. search tutorial in jelly-server.com for it. And you cant use dds plugin for paint i think. because thats what you use right?

Subject: Re: dds
Posted by [ErroR](#) on Fri, 31 Oct 2008 18:01:18 GMT
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try editing images here (but u need to convert them to tga first (or any other image file))
<http://splashup.com/>
(press jump right in)

Subject: Re: dds

Posted by [samous](#) on Sun, 02 Nov 2008 23:54:32 GMT

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i use Windos DEFAULT paint, not paint shop pro, there isn't a plug-in for normal paint. Also, the settings should be the same, i checked with Nviewer stuff, the size is the same in both of the DDS (original and new) and the JPG i edited. The frames are the same 2. Also, the same amount of BPP is in the pics/textures. Is there anywhere where i can get a FREE demo or something of one of the programs Texture's use?

EDIT: I use different DDS importer/exporter programs with paint.

Subject: Re: dds

Posted by [Lone0001](#) on Mon, 03 Nov 2008 00:55:24 GMT

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Get the gimp(which is free) here: <http://www.gimp.org/> and then have a look at this tutorial: <http://renhelp.net/index.php?mod=Tutorials&action=view&id=117>

Subject: Re: dds

Posted by [samous](#) on Mon, 03 Nov 2008 02:18:05 GMT

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I USE GIMP 2.0 , the farthest i ever got was using the plugin for it, and DXT1. It looked like this:

=samous

I will look at the tut when i get a chance, i gtg to bed now. Cya.

EDIT:what i mean is, i used to use it, when i was converting files to and from dds. I thought i said that in firsst post. sry

File Attachments

1) [gimpglitch1DXT1.bmp](#), downloaded 184 times

Subject: Re: dds

Posted by [Omar007](#) on Mon, 03 Nov 2008 08:28:08 GMT

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Lol

a gamecube >.>

Subject: Re: dds

Posted by [samous](#) on Tue, 04 Nov 2008 01:51:41 GMT

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i followed the tut, and i got the same thing as b4, little bits of black blobs on it. ALL the rest of the export settings just turned it solid black. (also, the GC C4 i didn't make, I just liked it b/c i have a GC)
