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Subject: Crash on skin?

Posted by [Spyder](#) on Wed, 14 Jan 2009 17:09:36 GMT

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Just a few minutes ago I created a new 'test' clouddlayer.dds to see what it looks like with certain things on it. Now everytime I start ren it crashes on loading the texture.

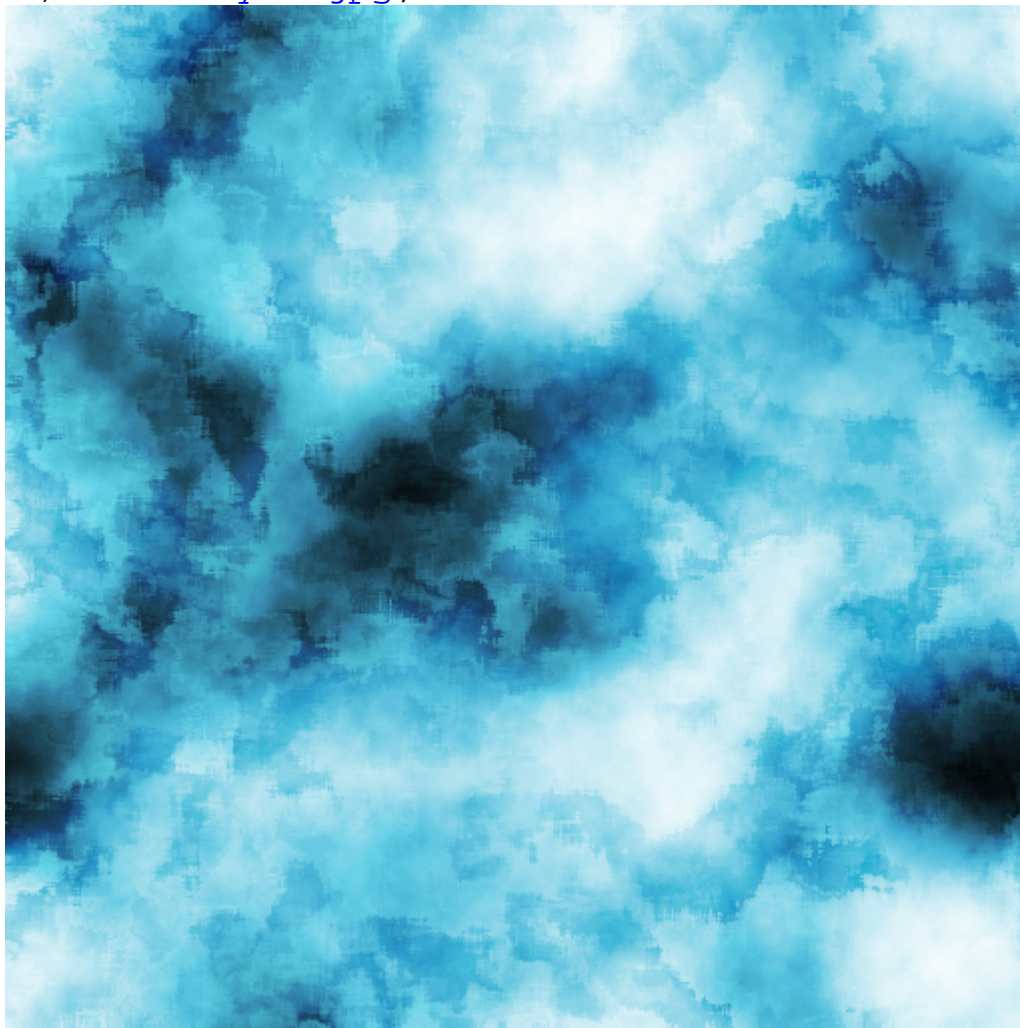
My file is included, also a screenshot.

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#### File Attachments

1) [clouddlayer.dds](#), downloaded 164 times

2) [clouddlayer.jpg](#), downloaded 589 times



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Subject: Re: Crash on skin?

Posted by [mr£Ä\\$Ä·z](#) on Wed, 14 Jan 2009 18:59:18 GMT

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Convert it to .DDS, DXT1 or DXT5, if it doesnt work then use size 512x512 and export again as

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Subject: Re: Crash on skin?

Posted by [ErroR](#) on Wed, 14 Jan 2009 19:07:25 GMT

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This is what i got  
spoiler

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#### File Attachments

1) [ScreenShot75.png](#), downloaded 376 times

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Subject: Re: Crash on skin?

Posted by [mrÄÅÄz](#) on Wed, 14 Jan 2009 19:08:52 GMT

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If you add some Blur and Transparency then you wouldnt see these lines so hard

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