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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.

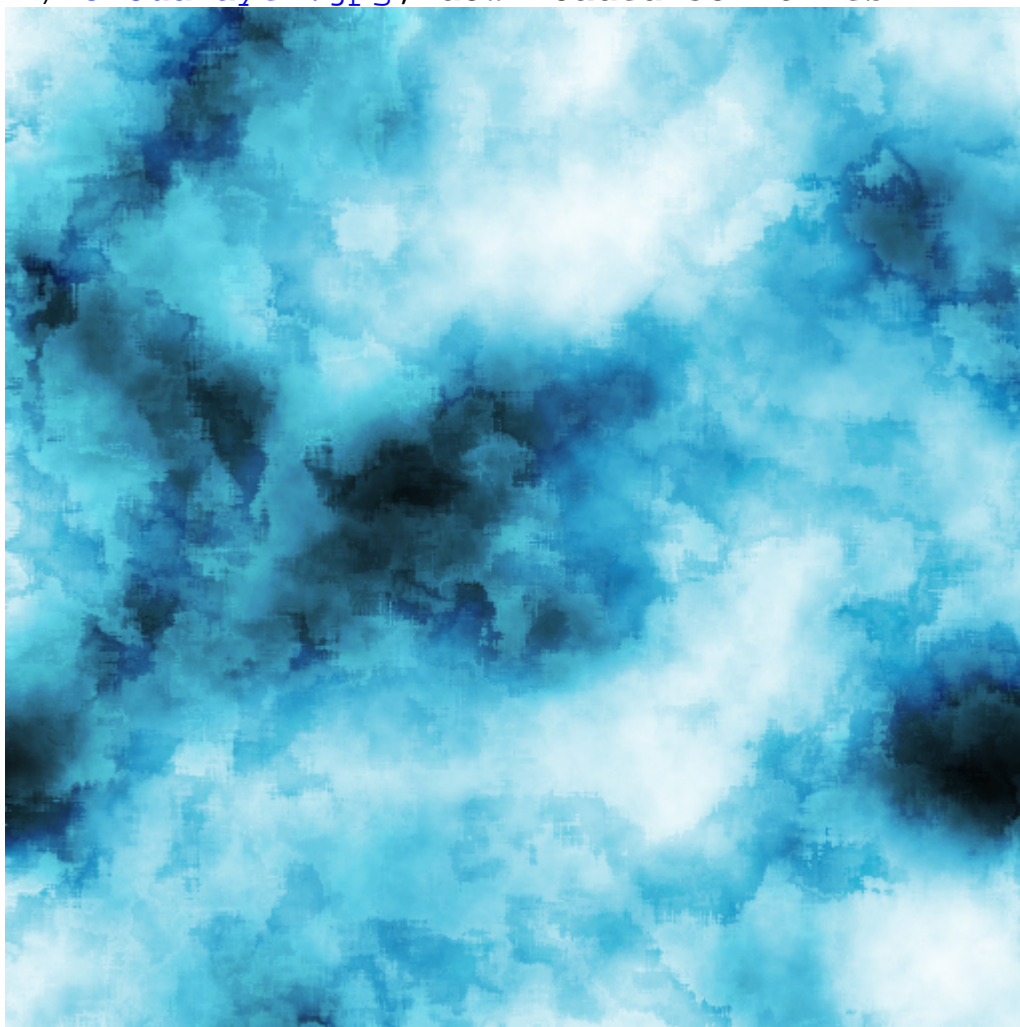
My file is included, also a screenshot.

### File Attachments

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1) [clouddlayer.dds](#), downloaded 113 times

2) [clouddlayer.jpg](#), downloaded 352 times



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Subject: Re: Crash on skin?

Posted by [mr£ÄŞÄ-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

DXT1 or DXT5

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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

### File Attachments

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1) [ScreenShot75.png](#), downloaded 245 times



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Subject: Re: Crash on skin?

Posted by [mrÅ£ÅŞÄ-z](#) 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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