
Subject: Veh Skin Probs

Posted by [zeratul](#) on Tue, 26 May 2009 18:24:25 GMT

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Ok so recently i have edited a vehicle to create a skin and i saved it under the right DXT format and it still doesnt come out right. Focus on the vehicle not the hud or the gun...

File Attachments

1) [ScreenShot11.png](#), downloaded 555 times



Subject: Re: Veh Skin Probs

Posted by [Di3HardNL](#) on Tue, 26 May 2009 18:25:42 GMT

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Is the size still 512x512 pixel ?

Subject: Re: Veh Skin Probs

Posted by [zeratul](#) on Tue, 26 May 2009 18:27:07 GMT

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yes. is this corruption?

ok i took another screenshot after deleting and re-adding the file this is what it looks like now

The game crashes about 3 seconds after i see the vehicle

File Attachments

1) [ScreenShot13.png](#), downloaded 444 times



Subject: Re: Veh Skin Probs
Posted by [Reaver11](#) on Tue, 26 May 2009 18:52:45 GMT
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Which dxt1 format did you use? dxt1a dxt1c?

Subject: Re: Veh Skin Probs
Posted by [zeratul](#) on Tue, 26 May 2009 18:59:52 GMT
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I use Paint.net it says DXT1 (Opaque/1Bit Alpha)

Subject: Re: Veh Skin Probs
Posted by [slosa](#) on Tue, 26 May 2009 19:11:54 GMT
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choose the dxt1 that says no alpha

Subject: Re: Veh Skin Probs
Posted by [zeratul](#) on Tue, 26 May 2009 20:06:50 GMT
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i didnt have one but i had to mess with some settings its good now but thanks for your help anyway

Subject: Re: Veh Skin Probs
Posted by [IAmFenix](#) on Fri, 29 May 2009 02:39:04 GMT
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You should always make sure that you have mip maps generated, I use Paint.NET aswell xD
