
Subject: Veh Skin Probs

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

[View Forum Message](#) <> [Reply to Message](#)

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 477 times



Subject: Re: Veh Skin Probs

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

[View Forum Message](#) <> [Reply to Message](#)

Is the size still 512x512 pixel ?

Subject: Re: Veh Skin Probs

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

[View Forum Message](#) <> [Reply to Message](#)

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 387 times



Subject: Re: Veh Skin Probs
Posted by [Reaver11](#) on Tue, 26 May 2009 18:52:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

I use Paint.net it says DXT1 (Opaque/1Bit Alpha)

Subject: Re: Veh Skin Probs
Posted by [slosha](#) on Tue, 26 May 2009 19:11:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

choose the dxt1 that says no alpha

Subject: Re: Veh Skin Probs
Posted by [zeratul](#) on Tue, 26 May 2009 20:06:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

You should always make sure that you have mip maps generated, I use Paint.NET aswell xD
