Subject: Skinning help
Posted by lonesnpr on Fri, 02 Apr 2004 01:02:34 GMT
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I need to now what settings to use to save my skins

Subject: Skinning help
Posted by IRON FART on Fri, 02 Apr 2004 01:12:38 GMT
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When saving as .dds, change to DXT1 (1 bit Alpha)

Thats good for vehicles, people and most of the things you would want to skin.

Reticles and some other items are different.

Subject: Skinning help
Posted by maytridy on Fri, 02 Apr 2004 01:37:00 GMT
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Depends on what you're skinning. I'm pretty sure reticles with transparency are DXT 5.

Subject: Skinning help
Posted by Aircraftkiller on Fri, 02 Apr 2004 01:38:54 GMT
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You aren't "skinning" anything. You're texturing them.

Subject: Skinning help
Posted by Cpo64 on Fri, 02 Apr 2004 01:48:07 GMT
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First you will need a knife. I recomend a sharp one. Now do you intend to use the skin after the fact? or do you simply wish to remove it? What kind of animal are you skinning?
j/k lol

Subject: Skinning help
Posted by maytridy on Fri, 02 Apr 2004 02:02:00 GMT
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God dammit. I'm so used to saying skinning.

bashes self on head. "TEXTURE, TEXTURE, TEXTURE!"

Subject: Skinning help
Posted by NeoX on Fri, 02 Apr 2004 02:29:21 GMT
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AircraftkillerYou aren't "skinning" anything. You're texturing them.

and then a texture equals a bitmap.