## Subject: Re texture in W3D?
Posted by Vitaminous on Wed, 21 Jul 2004 03:48:42 GMT
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A list was made by one of my local friends more than a year ago, his nickname is Bigzey, he submitted a list of all the "preferable" texture file names, such as vehicles and infantry, it was submitted at a close site which remained archived, Renegade Skinners, to be exact.

http://skinners.cncseries.com/ - That's the adress, but the website does not seem to work anymore, I wonder why?

Maybe you can find it somewhere else...

Hum, yeah.

Well, first you'd need to find Nvidia's Photoshop DDS plug-in.
There, got it for you: http://developer.nvidia.com/object/nv_texture_tools.html

For this, you obviously need Photoshop, which I believe you already have, right? Yeah, so you'll need to master the alpha channels, there's a tutorial about this here: http://www.cncden.com/renegade_skin_tut.shtml Keep in mind, not every texture require the same alpha channel, but most of the time it's either channel 5/3 (don't really remember about this one) or the "no alpha option" (TGA files aren't really used as far as I know).

Oh, and as I said earlier you need the texture's right filename, YOU DO NOT NEED TO REMOVE THE DDS IN THE ALWAYS.DAT FILE, THAT WOULD BE SOMETHING EXTREMELY STUPID TO DO IF YOU WANT TO KEEP YOUR ORIGINAL DATA!

That's it, it should be working right if you followed my instructions.