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Subject: Re: My little project

Posted by [Reaver11](#) on Sat, 07 Jun 2008 20:01:44 GMT

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The size shouldnt matter it is the way you export it.

Look in xcc what the original dxt format of the picture is (dxt1,dxt5)

What I do is save the file I want to replace as tga with the same filename and I think these textures are dxt1. Now the textures turn black due to the alpha channel. What will work is this, export the tga file as -1dxta.

It should work that way.

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