Subject: Skinning Help Plz
Posted by cpjok on Wed, 02 Jul 2008 02:59:32 GMT

ok i was changeing loading screen
but it dosent work it is just a black screen with loads of writeing on it anyone know what i have to do

This is my DSS settings there set at

File Attachments
1) LS.JPG, downloaded 828 times

Resize Windows To Fit   ☑ Zoom All Windows   [Actual Pixels]   [Fit Screen]   [Print Size]

NVIDIA dds Format (v3.11)

Save Format
- ⦿ DXT1 (No Alpha)
- ◯ DXT1 (1 bit Alpha)
- ◯ DXT3 (Explicit Alpha)
- ◯ DXT5 (Interpolated Alpha)
- ◯ 16 bit (4:4:4:4)
- ◯ 16 bit (1:5:5:5)
- ◯ 16 bit (5:6:5)
- ◯ 32 bit ARGB
- ◯ 24 bit RGB
- ◯ 16 bit (0:5:5:5)   [Save]

Select Formats to Preview
Override
- ☑ DXT1   ☐ emulate
- ☑ DXT1 (alpha)   ☑ emulate
- ☑ DXT3
- ☑ DXT5
- ☑ 16 bit RGB (4:4:4:4)
- ☑ 16 bit RGB (1:5:5:5)
- ☑ 16 bit RGB (5:6:5)
- ☑ 32 bit ARGB

[3D Preview]

MIP maps
- ⦿ Generate MIP maps
- ◯ Use Existing MIP maps
- ◯ No MIP maps

Preview Options
- ☑ Alpha Blending
- ☐ Show Differences (magnified
- ☑ Enable Filtering
- ☑ Mip Mapping
- ☑ Anisotropic

[Background Color]   [Back

MIP map generation
- ⦿ Box Filter   ◯ Kaiser
- ◯ Cubic Filter   ◯ Linear-Light Kaiser
- ◯ Full DFT

Options
- ☐ Dither Color   ☐ Dither Each MIP
- ☐ Binary Alpha
- ☐ Alpha Zero Border (1 texel)
- ☐ Border Color (1 texel)
- ☐ Normalize MIP Maps   [Border Color]
- ☐ DuDv Map

⦿ 2D Texture
◯ Cube Map
◯ Image (No MIP maps)

Fade MIP Maps
- ☐ Fade MIP maps   [Fade Color]
- ☐ Fade Alpha
  Blend Amount   [15] %