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Subject: Re: dds

Posted by [saberhawk](#) on Fri, 31 Oct 2008 04:13:08 GMT

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Uhh, you need to match the resolution and texture format type exactly when trying to replace a texture that's already used ingame. So if the existing texture is 128x128 and is using DXT5, your replacement texture needs to be 128x128 and using DXT5. XCC Mixer shows the info you need above the texture in always.dat

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