
Subject: Screens in RA1 and C&C:95
Posted by [tooncy](#) on Wed, 21 Apr 2004 21:13:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

When I take a screen in C&C:95 or RA, it comes out with a screwed up palette. How do I fix this?

Subject: Screens in RA1 and C&C:95
Posted by [Nightma12](#) on Wed, 21 Apr 2004 21:17:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah i get the same problem in the Doom games

Subject: Screens in RA1 and C&C:95
Posted by [Sanada78](#) on Wed, 21 Apr 2004 21:41:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

I had this problem but got around it. It was so long ago, I can't remember.

I think it was something to do with the colour/res mode you used. I can't remember it it was in WinME or XP.

Subject: Screens in RA1 and C&C:95
Posted by [Spice](#) on Wed, 21 Apr 2004 22:12:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

bleh same problem. Tried to get some pics came out all black with a few red outlines of the buildings

Subject: Screens in RA1 and C&C:95
Posted by [YSLMuffins](#) on Wed, 21 Apr 2004 23:26:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't have time to write a detailed description right now, but you need XCC Mixer and Paint Shop Pro. Use XCC to extract the color palette from one of the RA1 .mix files (sorry I don't remember which), convert it to PAL (jasc), and paste the screenshot in PSP.

After the image is loaded in PSP, go to the Color menu, hit 'Load Palette', set the option to Error Diffusion dithering (not sure about this one; you can just try both to see which works), and load the palette that XCC converted for you.

It's been a while for me too, and I'm short on time now, so I can't be more detailed. :-\

Subject: Screens in RA1 and C&C:95
Posted by [tooncy](#) on Thu, 22 Apr 2004 00:23:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nightma14yeah i get the same problem in the Doom games

Use Zdoom.

Subject: Screens in RA1 and C&C:95
Posted by [rm5248](#) on Thu, 22 Apr 2004 21:24:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

You need a special pallete, I just uploaded it here:

<http://www.freewebs.com/rm5248/rapal.zip>
