
Subject: Renegade Skinning Problem

Posted by [UltimoWOL](#) on Sat, 04 Aug 2007 00:31:34 GMT

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Hi ya'll.

I use the Jasc Paint Shop Pro 9 in combination with .dds plug-in of Nvidea. I have already made an edit some skins in the past but suddenly it wont save well.

I used to use the cncden instructions, and that instruction is alright, you know. I did answer the right boxes before saving it, and answered "no" while loading. But when I am running the game for a test it just doesn't appear, or its just all black. Does somebody know about this situation?

I'm Rick James BITCH!!!

Subject: Re: Renegade Skinning Problem

Posted by [Slave](#) on Sat, 04 Aug 2007 00:36:35 GMT

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PSP only works fine for skins with no transparency (dtx1 mode or whatever). The plugin was made for photoshop, so it bugs up somewhere.

When you try to save a skin that needs transparency/alpha ingame, PSP cant provide it. The texture will show black ingame.

I also use Paintshop, and whenever I have this problem, i use DDS Converter 2 (google) as an in between step.

Paintshop -> png -> DDS Converter -> DDS (with dtx5)

Subject: Re: Renegade Skinning Problem

Posted by [UltimoWOL](#) on Sat, 04 Aug 2007 00:53:16 GMT

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Hey yeah, great idea of the converter.

I am gonna donwload it tomorrow or later because you know we are both living in The Netherland and it is now for about 02.48.

Getting late over here, i really gonna try that.

It's still strange why it dit save perfectly before.

btw people, sorry that I put this topic in the wrong selection.

If it still doesn't working, you'l hear.

If it works, I'll make a link to the same site I got it from.

Peace Out!!!

Subject: Re: Renegade Skinning Problem

Posted by [UltimoWOL](#) on Wed, 08 Aug 2007 23:37:53 GMT

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I got the DDS Converter 2, and it didn't work.

I did selected the DTX5, now what...

Here are my steps:

Extract .dds Skins of Always.dat > Launch Paint Shop Pro 9 > Open .dds > Show Mip Maps "No" > Edit > Save As .png > Launch Converter 2 > Open "Edit".png > Option and select DTX5 > Convert

And I test it and still not appeared.

what did I do wrong, and wich options I must select of the Converter?

Subject: Re: Renegade Skinning Problem

Posted by [Ryu](#) on Thu, 09 Aug 2007 08:36:46 GMT

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Dude, Use photoshop, It's going to be easier.

Open .DDS > "No" to mit maps > Edit Skin > Save as .DDS > Save with DX1/2/3/4/5.

Don't save it as a .png then re-open it, only to save it as a .dds. :/

Subject: Re: Renegade Skinning Problem

Posted by [Gen_Blacky](#) on Thu, 09 Aug 2007 10:53:38 GMT

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well i am guessing most people use nvidia .dds plugin

when that plugin was made for Adobe Photoshop

thats why there are some problems with transparent/dxt5 skins

Fix = Get Adobe Photoshop

Subject: Re: Renegade Skinning Problem

Posted by [Tunaman](#) on Thu, 09 Aug 2007 16:24:38 GMT

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Slave wrote on Fri, 03 August 2007 20:36PSP only works fine for skins with no transparency (dtx1 mode or whatever). The plugin was made for photoshop, so it bugs up somewhere.

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I got paintshop to work fine with transparency and skins.. The only thing is that paintshop has a poor way of handling it and things turn up really messy looking ingame.

Subject: Re: Renegade Skinning Problem

Posted by [mr£ÅŞÄ-z](#) on Thu, 09 Aug 2007 17:48:48 GMT

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get DXTBmp Tools, convert the DDS in BMP. Edit the BMP and open up again DXTBmp Tools, then u open ur edited BMP with DXTBmp and convert it to DDS! Finish!

Subject: Re: Renegade Skinning Problem

Posted by [SWNight](#) on Fri, 10 Aug 2007 18:30:47 GMT

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Gen_Blacky wrote on Thu, 09 August 2007 05:53well i am guessing most people use nvidia .dds plugin

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Fix = Get Adobe Photoshop

Or get The Gimp with a different .dds plugin.

My tutorial: <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=117>
