Subject: DDS textures not working Posted by crazfulla on Sun, 06 Jan 2008 03:53:53 GMT View Forum Message <> Reply to Message

Mmm Kay I didn't want to hijack the other guy's DDS/TGA thread.

I made a new back.dds in PS:CS2 for the Renegade 1942 mod, saved as DXT5, tested it by plopping it in my renegade data folder and it doesn't work:

dds_blah.jpg

I may be doing somthing wrong or it may be a texture clash but shouldn't the back.dds I placed in the data folder override the one inside always.dat

If someone else can tell me what I'm doing wrong or even get it to work themselves it would be much appreciated, this is the image I am trying to use:

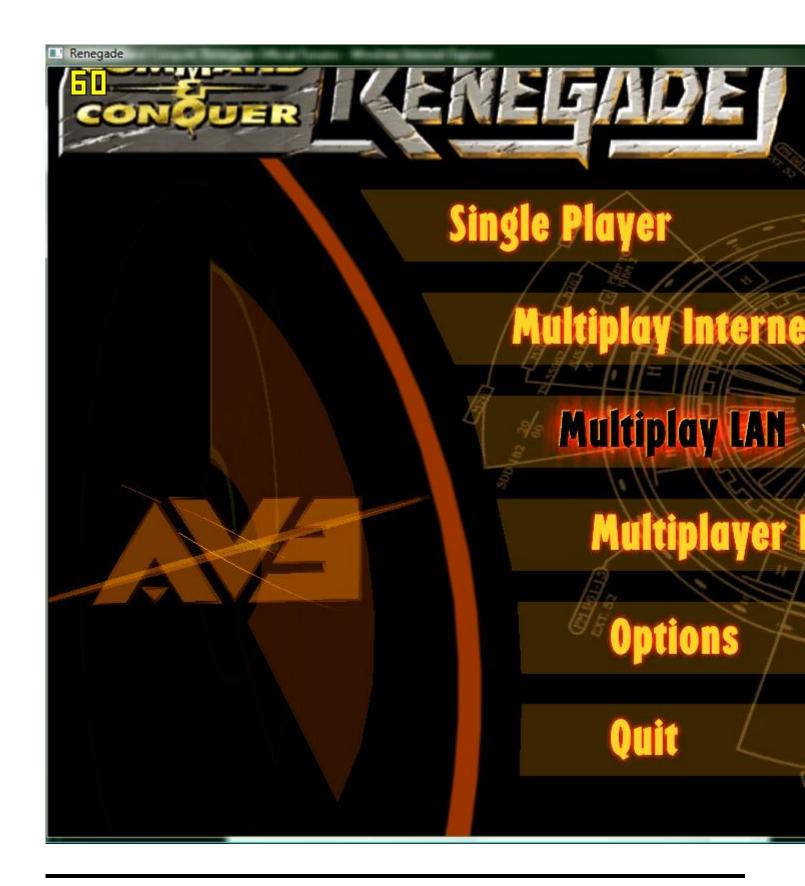
britain.jpg

File Attachments
1) britain.jpg, downloaded 139 times

Page 1 of 6 ---- Generated from Command and Conquer: Renegade Official Forums



2) dds blah.jpg, downloaded 143 times



Subject: Re: DDS textures not working Posted by Veyrdite on Sun, 06 Jan 2008 04:05:53 GMT Did you emulate for XBOX? And isn't it supposed to be DXT1 if it has no alpha?

Subject: Re: DDS textures not working Posted by Scrin on Sun, 06 Jan 2008 07:45:15 GMT View Forum Message <> Reply to Message

Subject: Re: DDS textures not working Posted by Gen_Blacky on Sun, 06 Jan 2008 08:11:56 GMT View Forum Message <> Reply to Message

DXT1 for menu without alpha.

Subject: Re: DDS textures not working Posted by saberhawk on Sun, 06 Jan 2008 10:00:44 GMT View Forum Message <> Reply to Message

It needs to match the DDS file in always.dat exactly in order to not have issues like that.

Subject: Re: DDS textures not working Posted by crazfulla on Sun, 06 Jan 2008 14:43:03 GMT View Forum Message <> Reply to Message

Mint.

One more question, what is the file name for the C&C Renegade logo in the top left? I see scrin has modified his...

Subject: Re: DDS textures not working Posted by Slave on Sun, 06 Jan 2008 16:04:59 GMT View Forum Message <> Reply to Message

if_renlogo.dds DTX5

Subject: Re: DDS textures not working

Slave wrote on Sun, 06 January 2008 10:04if_renlogo.dds DTX5 Thanks.

DXT5 naturally because it has alpha channel

Subject: Re: DDS textures not working Posted by EA-DamageEverything on Wed, 30 Jan 2008 17:24:49 GMT View Forum Message <> Reply to Message

The Background file is DXT1a, weighs 170Kb and is about 512x512 big. Name: back.dds

File Attachments
1) menu.jpg, downloaded 125 times

Page 5 of 6 ---- Generated from Command and Conquer: Renegade Official Forums

