Subject: Skin Photoshop Error
Posted by _SSnipe_ on Mon, 04 Feb 2008 02:18:35 GMT
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Umm idk how this is happening...everything was fine...but now i noticed any skin i have edited its coming out double its size in kilobytes and not working ingame...showing up all black....why is this happening?

Subject: Re: Skin Photoshop Error
Posted by crazfulla on Mon, 04 Feb 2008 04:49:31 GMT
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read one of the other 500 threads on this topic

either you are using the wrong format or there is a texture clash.

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Mon, 04 Feb 2008 05:46:37 GMT
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hmm ok let me see.....blah screw it ill figure it out jsut delete this topic

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Subject: Re: Skin Photoshop Error
Posted by Jerad2142 on Mon, 04 Feb 2008 14:59:42 GMT
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Chances are that if the skin is using .dds photoshop isn't exporting it to the right .dds format. I suggest you save it as .tga and then use a program like dds2converter, thats what I use anyways.

Subject: Re: Skin Photoshop Error
Posted by renalpha on Mon, 04 Feb 2008 15:13:33 GMT
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or you could read the tutorial of tiberium-planet.com

but whatever
try export is as
dx1 with alpha

Subject: Re: Skin Photoshop Error

Posted by Jerad2142 on Mon, 04 Feb 2008 15:22:16 GMT
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Or instead of telling person after person to GTFO we could at least give them a link to the resources that we obviously know exist and they don't.

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Mon, 04 Feb 2008 15:23:21 GMT
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renalpha wrote on Mon, 04 February 2008 07:13or you could read the tutorial of tiberium-planet.com

but whatever
try export is as
dx1 with alpha

wats the settings for the mutants? dxt5?

Subject: Re: Skin Photoshop Error
Posted by Jerad2142 on Mon, 04 Feb 2008 15:30:13 GMT
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Use DX5 for all by default, if it shows up black make sure the size matches and then check if DX1 makes it work.

If you have ddsconverter2 you can find both of those settings by simply clicking on the texture (unless you use vista).

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Mon, 04 Feb 2008 21:29:03 GMT
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i just upload them to photoshop and save as dtx1

Subject: Re: Skin Photoshop Error
Posted by GrimmNL on Tue, 05 Feb 2008 00:06:10 GMT
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or just check the xcc mixer what dxt format to save it as.

either dxt1 w/o alpha or dxt5.

almost everything is dxt1, only the more complex stuff that have transparency have dxt5, like the hud.

Subject: Re: Skin Photoshop Error
Posted by renalpha on Tue, 05 Feb 2008 01:25:35 GMT
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GrimmNL wrote on Tue, 05 February 2008 13:06or just check the xcc mixer what dxt format to save it as.

either dxt1 w/o alpha or dxt5.

almost everything is dxt1, only the more complex stuff that have transparency have dxt5, like the hud.

bs
the hud uses dx3

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Tue, 05 Feb 2008 03:48:15 GMT
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wats the settings for texures

Subject: Re: Skin Photoshop Error
Posted by Renardin6 on Tue, 05 Feb 2008 08:23:13 GMT
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http://www.cncden.com/renegade_skin_tut.shtml

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Tue, 05 Feb 2008 19:43:39 GMT
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does not answer wta settings for texures...they may be diffrent then the one shown

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Subject: Re: Skin Photoshop Error
Posted by Genesis2001 on Wed, 06 Feb 2008 00:40:46 GMT

Skinning existing Renegade models

~Zack

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Wed, 06 Feb 2008 04:57:12 GMT

ah thanks now can someone tell em what these files i am missing for my tib pack i dont want them to be green but purple and i thought i changed every tib fiel in the game and checked over and over but cant fin wat these 2 are....

Subject: Re: Skin Photoshop Error
Posted by renalpha on Wed, 06 Feb 2008 07:40:30 GMT

those green sprays?!

i actually have no idea right now,

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Wed, 06 Feb 2008 07:44:43 GMT

1) the green spray from chem warrior
2) the green spry comming ouit of fletcheete rifle
3) the explosion of green and spray form tib

are the onyl things i cant get to work....

1)the cham sprays wont even show up anymore
2) the rest i edited every single tib skin...and w3d file i can find...and yet that stays green and i spend over 3 hours on it and still came out with nothing plz help

---

Subject: Re: Skin Photoshop Error
Posted by renalpha on Wed, 06 Feb 2008 09:38:36 GMT
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can you post the file wich doesnt change,
ill manually change it for you.

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Wed, 06 Feb 2008 15:10:23 GMT
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no i could change them....i did change them all and still cant find the one for that =/ i got ss of the
files if u want them?

EDIT:nvm here ss of files that i think and know are related to tib....

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Thu, 07 Feb 2008 02:47:55 GMT
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FYI the ag_tib_exp1.w3d ag_tib_exp2.w3d
are the files for the explosions form the guns iv beeb trying to change.....but when i open the file in
w3d viewer gives me those emiiters i posted above and edit them and still nothing so i tryed
editing the files straight in renx and came out purple boxes ingame....so what do i have to do to fix
this last problem? please help

Subject: Re: Skin Photoshop Error
Posted by _SSnipe_ on Fri, 08 Feb 2008 19:35:38 GMT
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last bump

anyone?