Subject: Hud quality

Posted by Hades on Thu, 20 Mar 2008 10:48:51 GMT

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When using Nvidia DXT plugin v8.23 The quality when saved is terrible(blurry,pixelated) and only on ones ive made, i loaded and saved the original hud and the quality is fine

Subject: Re: Hud quality

Posted by The Executor on Thu, 20 Mar 2008 15:51:32 GMT

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You can but the only way to make a new hud is by first opening the ORIGINAL hud and then modifying that then saving it as DXT2.

Subject: Re: Hud quality

Posted by Slave on Thu, 20 Mar 2008 18:38:09 GMT

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There is no case in Renegade where someone would choose DTX2. Dunno where you got that idea from.

Look at the table over here. http://en.wikipedia.org/wiki/S3TC For a hud you should used DTX5.

The blurry, blocky crap is part of dtx's nature. There's no way to avoid it. Unless you use uncompressed tga textures, but Renegade won't use them when you put them in your data folder.

Subject: Re: Hud quality

Posted by saberhawk on Thu, 20 Mar 2008 21:47:26 GMT

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It would use them if there isn't a .dds version available as it prefers compressed textures.

Subject: Re: Hud quality

Posted by Hades on Fri, 21 Mar 2008 04:21:39 GMT

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Just to clarify i know how to make huds, i know what dxt to use, but when i save my custom hud.dds the quality is poor.

the old version of DXT plugin works for DXT1 skins but fails to save DXT5

Subject: Re: Hud quality

Posted by saberhawk on Fri, 21 Mar 2008 07:58:45 GMT

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So why not use the newer tools?

Subject: Re: Hud quality

Posted by Hades on Fri, 21 Mar 2008 11:27:10 GMT

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Cause that gives me poor quality

Subject: Re: Hud quality

Posted by Slave on Fri, 21 Mar 2008 12:18:57 GMT

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Upload one of those textures with "poor quality" so we can see what you mean with that.

Also, this tool might be useful http://eliteforce2.filefront.com/file/DDS Converter;29412

Subject: Re: Hud quality

Posted by Hades on Mon, 24 Mar 2008 02:04:48 GMT

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It isnt a great hud im just making it for someone else, the parts with the red boxes are the worst spots