
Subject: My little project

Posted by [Spyder](#) on Sat, 07 Jun 2008 19:10:54 GMT

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I am currently reskinning all renegade maps. I want to give all non-desert maps a desert skin by replacing their originals. But there is one problem. Some skins like:

hpad_bolt.dds

l03_rock02.dds

and some more, turn black when I replace them. I also tried to remake the whole file with the correct settings, but still they're turning black. Does someone know a working solution for this?

I found out that this problem mostly occurs with 128x128 resolution texture files.

Subject: Re: My little project

Posted by [Reaver11](#) on Sat, 07 Jun 2008 20:01:44 GMT

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The size shouldnt matter it is the way you export it.

Look in xcc what the original dxt format of the picture is (dxt1,dxt5)

What I do is save the file I want to replace as tga with the same filename and I think these textures are dxt1. Now the textures turn black due to the alpha channel. What will work is this, export the tga file as -1dxta.

It should work that way.

Subject: Re: My little project

Posted by [Spyder](#) on Sat, 07 Jun 2008 20:07:23 GMT

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Could you explain it a bit more clearly?

Subject: Re: My little project

Posted by [Reaver11](#) on Sat, 07 Jun 2008 21:21:03 GMT

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TCUSniper wrote on Sat, 07 June 2008 15:07 Could you explain it a bit more clearly?

Ill try

When you make you texture replacement the best way is to extract the .dds file as .tga with xcc mixer

Then you edit it and save it (now it is still a .tga)

Use a tga to dds converter (dds utilities/nvdx from nvidia any other would also do perfect)

Before you convert it you check in xcc mixer the dxt format that the original texture was it will state -dxt1/-dxt5

Now you goto your dds converter and convert the file to the appropriate -dxt format. If I say it correct you should use -dxt1a because it has a 1 bit alpha channel (duno if I put that correct) I always convert my textures to -dxt1a and they never turn out black.

The black effect you saw has to do with the alphachanneling of the texture and if you use -dxt1a you shouldnt have any problems.

Subject: Re: My little project
Posted by [Spyder](#) on Sun, 08 Jun 2008 08:24:51 GMT
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I tried it, but it's still turning out black...
I'll post the skins for you so you can check them out.

l03_rock2.dds needs to be replaced with l10_sandruff.dds
hpad_bolt.dds needs to be replaced with l05_stone1.dds
hnd_cndt.dds needs to be replaced with l05_stone1.dds

And something more. If you can fix it, please tell me how you did it.

Here's a link to the textures since it won't let me attach the file...

<http://www.renhelp.net/uploaded/user/TCUSniper/textures.zip>

Subject: Re: My little project
Posted by [Reaver11](#) on Sun, 08 Jun 2008 09:01:07 GMT
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What I did is this I opened both files with Paint.net (any other program would do)

I copy the new texture to the old one I had to resize l05_rock to fit in the 128x128 size (You could try to keep it 256x256 but I never tried that)

after that I make sure I save it as a 32-bit tga file

Now the tga file is done at 128x128

Now use Xcc Mixer and goto the always.dat and look op the original hpad_bolt.dds Xcc Mixer tells

you in the right screen which dxt format it is. You need to write it down or remember it.
Hpad_bolt.tga was dxt format 1.

Now grab a tga->dds converter. I strongly suggest you use dds converter 2 or Nvdxt. Both are found on the nvidia site or you can google them.

Now you have to convert the file with -dxt1a that is the lowest format with a one bit alpha channel. (more alpha bits will blackout the texture)

I hope you know that the hpad_bolt.tga is the edge around the barracks. As you can see it works this way. Ill add the file for you.

File Attachments

1) [hpad_bolt.dds](#), downloaded 62 times

Subject: Re: My little project
Posted by [mrŁŹŹÄ-z](#) on Sun, 08 Jun 2008 11:01:08 GMT
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weird Autorifle (o_O")

Subject: Re: My little project
Posted by [Spyder](#) on Sun, 08 Jun 2008 11:39:12 GMT
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You saved it as a 32bit? I kept on saving the tga as 24 bit... Think that might be the problem.

Subject: Re: My little project
Posted by [Reaver11](#) on Sun, 08 Jun 2008 12:03:19 GMT
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TCUSniper wrote on Sun, 08 June 2008 06:39You saved it as a 32bit? I kept on saving the tga as 24 bit... Think that might be the problem.

srry forgot that it has to be 32bit indeed.

Subject: Re: My little project
Posted by [renalpha](#) on Sun, 08 Jun 2008 12:29:16 GMT
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nais gun

Subject: Re: My little project
Posted by [Spyder](#) on Sun, 08 Jun 2008 12:32:50 GMT
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even as a 32 bit image it's still not working

Got msn or anything like it? Might work better to explain it

Subject: Re: My little project
Posted by [renalpha](#) on Sun, 08 Jun 2008 12:35:31 GMT
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export dds

XCC shows you in which format you have to export.

Subject: Re: My little project
Posted by [EA-DamageEverything](#) on Sun, 08 Jun 2008 12:57:29 GMT
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Most surface skins are in DXT1a and 24bit. You should keep the original resolution too. Common ones are 128x128 and 256x256. The sky for example is 512x512 (and DXT5!). Walls, Interior and ground are DXT1a and almost all come in 256x256.

Quick example, my Crate skin here=

File Attachments

1) [cht_cbox_4.dds](#), downloaded 65 times

Subject: Re: My little project
Posted by [Spyder](#) on Sun, 08 Jun 2008 20:07:51 GMT
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Still not working...

Subject: Re: My little project
Posted by [saberhawk](#) on Sun, 08 Jun 2008 23:19:27 GMT

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skips past rest of thread

Textures that are already in always.dat (or any other mix file) cannot be replaced with "loose" (aka in data folder directly) or "packed" (in another mix file than they appear) textures that are different in size or format. Any difference gives you a black texture because loading of the texture failed.

Subject: Re: My little project

Posted by [Reaver11](#) on Mon, 09 Jun 2008 06:11:56 GMT

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Saberhawk wrote on Sun, 08 June 2008 19:19*skips past rest of thread*

Textures that are already in always.dat (or any other mix file) cannot be replaced with "loose" (aka in data folder directly) or "packed" (in another mix file than they appear) textures that are different in size or format. Any difference gives you a black texture because loading of the texture failed.

Yes they can be replaced with "loose" (aka in data folder directly. Plus if Renegade cant find the texture why would it turn black?

The blackout has the do with the alpha(channel) of the texture not whit the loading. (You would rather end up getting westwood logo's than a black texture)

Subject: Re: My little project

Posted by [renalpha](#) on Mon, 09 Jun 2008 06:19:02 GMT

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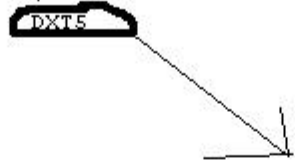
oh n0es

File Attachments

1) [explainalpha.JPG](#), downloaded 200 times

Name	Type
h_c_a0a0_06.w3d	w3d
h_c_a0a0_07.w3d	w3d
h_c_a0a0_27.w3d	w3d
h_c_a0a0_29.w3d	w3d
h_c_a0a1.w3d	w3d
h_c_a0a2.w3d	w3d
h_c_a0a3.w3d	w3d
h_c_a0a4.w3d	w3d
h_c_a0b1.w3d	w3d
h_c_a0b2.w3d	w3d
h_c_a0b3.w3d	w3d
h_c_a0b4.w3d	w3d
h_c_tubedie.w3d	w3d
harvester_idle_01.wav	wav
harvester_refinery_attach_01.wav	wav
harvester_start.wav	wav
harvester_stop.wav	wav
harvester_tiberium_scratch_01.wav	wav
harvloop1.wav	wav
harvstr_ex1a.w3d	w3d
havoc_desert.dds	dds
havoc_nightops.dds	dds
havoc_snow.dds	dds
hd_retile.dds	dds
hd_retile_hit.dds	dds
healer1.wav	wav
hel_ag_exp.w3d	w3d
heli_chinook_drcls.wav	wav
heli_chinook_dropen.wav	wav
heli_chinook_loop_1.wav	wav
heli_chinook_start.wav	wav
heli_chinook_stop.wav	wav
high_heat_01.wav	wav
high_heat_02.wav	wav
high_voltage_hum_01.wav	wav
high_voltage_hum_02.wav	wav
hivolt1.wav	wav
hivolt2.wav	wav
hivolt3.wav	wav
hnd_ag_exp.w3d	w3d
hnd_ag_ext.w3d	w3d
hnd_arm_door.w3d	w3d
hnd_cable.dds	dds
hnd_ceiling.dds	dds
hnd_clr_tile.dds	dds
hnd_cmnt.dds	dds
hnd_cndt.dds	dds
hnd_cross.w3d	w3d
hnd_cryo.dds	dds
hnd_desk.w3d	w3d
hnd_door.dds	dds
hnd_drawer.dds	dds
hnd_drawer02.dds	dds

ID: 1DC8CA69
Size: 5616
Type: dds
Size: 64 x 64
Linear size: 4096
Mip map count: 7
Pixel format: DXT5



0mG lo0k d4t
im4ge cuz dxt
cuz d3re sUm
going on LUL

Subject: Re: My little project

Posted by [saberhawk](#) on Mon, 09 Jun 2008 08:15:10 GMT

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Reaver11 wrote on Mon, 09 June 2008 01:11Saberhawk wrote on Sun, 08 June 2008 19:19*skips past rest of thread*

Textures that are already in always.dat (or any other mix file) cannot be replaced with "loose" (aka in data folder directly) or "packed" (in another mix file than they appear) textures that are different in size or format. Any difference gives you a black texture because loading of the texture failed.

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lol, no. Shut the hell up if you don't know what you are talking about. I have been over the texture loading code *far* more times than you have. "Loose" textures CANNOT be a different format or size than textures already found in always.dat or different mix files. They *will* turn black because the texture *loading* code goes "oh shit, that texture isn't what I expected! I can't do anything D:" The WW logo texture is only shown when the texture isn't loaded yet, or the file doesn't exist. It doesn't show up when loading *failed* due to incorrect or mismatched formats...

Subject: Re: My little project

Posted by [Gen_Blacky](#) on Tue, 10 Jun 2008 08:02:34 GMT

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do you plan on hex editing the maps .w3ds so skins conflict with other maps

Subject: Re: My little project

Posted by [Spyder](#) on Tue, 10 Jun 2008 10:10:16 GMT

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Nope I don't
