
Subject: Crash on skin?

Posted by [Spyder](#) on Wed, 14 Jan 2009 17:09:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

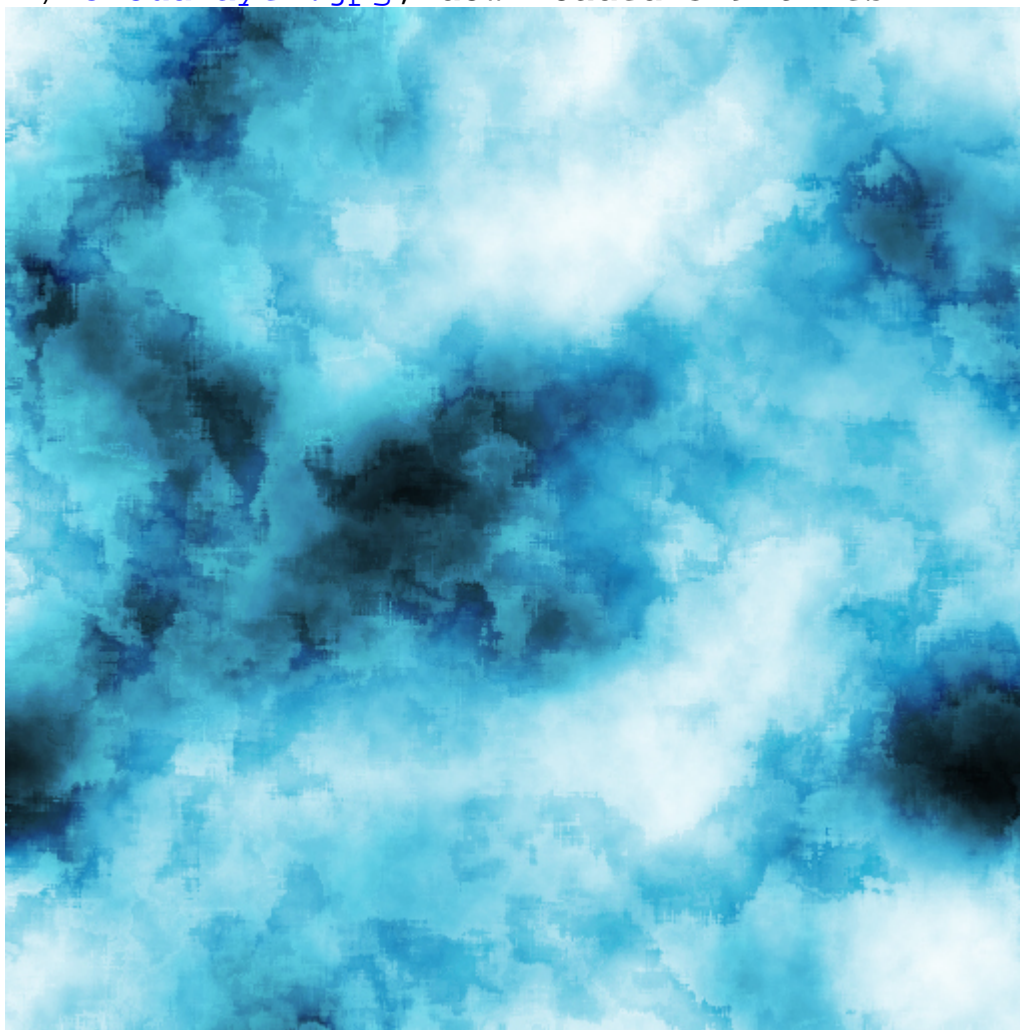
Just a few minutes ago I created a new 'test' clouddlayer.dds to see what it looks like with certain things on it. Now everytime I start ren it crashes on loading the texture.

My file is included, also a screenshot.

File Attachments

1) [clouddlayer.dds](#), downloaded 113 times

2) [clouddlayer.jpg](#), downloaded 349 times



Subject: Re: Crash on skin?

Posted by [mr£Ä\\$Ä·z](#) on Wed, 14 Jan 2009 18:59:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Convert it to .DDS, DXT1 or DXT5, if it doesnt work then use size 512x512 and export again as

Subject: Re: Crash on skin?

Posted by [ErroR](#) on Wed, 14 Jan 2009 19:07:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is what i got
spoiler

File Attachments

1) [ScreenShot75.png](#), downloaded 244 times



Subject: Re: Crash on skin?

Posted by [mrÄÅÄz](#) on Wed, 14 Jan 2009 19:08:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you add some Blur and Transparency then you wouldnt see these lines so hard
