Subject: Veh Skin Probs
Posted by zeratul on Tue, 26 May 2009 18:24:25 GMT

View Forum Message <> Reply to Message

Ok so recently i have edited a vehicle to create a skin and i saved it under the right DXT format and it still doesnt come out right. Focus on the vehicle not the hud or the gun...

File Attachments
1) ScreenShot11.png, downloaded 486 times

Subject: Re: Veh Skin Probs
Posted by Di3HardNL on Tue, 26 May 2009 18:25:42 GMT

View Forum Message <> Reply to Message

Is the size still 512x512 pixel ?

Subject: Re: Veh Skin Probs
Posted by zeratul on Tue, 26 May 2009 18:27:07 GMT
View Forum Message <> Reply to Message

yes. is this curruption?
ok i took another screenshot after deleating and re-adding the file this is what it looks like now

The game crashes about 3 secounds after i see the vehicle

File Attachments
1) ScreenShot13.png, downloaded 394 times

Subject: Re: Veh Skin Probs
Posted by Reaver11 on Tue, 26 May 2009 18:52:45 GMT
View Forum Message <> Reply to Message

Which dxt1 format did you use? dxt1a dxt1c?

Subject: Re: Veh Skin Probs
Posted by zeratul on Tue, 26 May 2009 18:59:52 GMT
View Forum Message <> Reply to Message

I use Paint.net it says DXT1 (Opaque/1Bit Alpha)

Subject: Re: Veh Skin Probs
Posted by slosha on Tue, 26 May 2009 19:11:54 GMT
View Forum Message <> Reply to Message

choose the dxt1 that says no alpha

Subject: Re: Veh Skin Probs
Posted by zeratul on Tue, 26 May 2009 20:06:50 GMT
View Forum Message <> Reply to Message

i didnt have one but i had to mess with some settings its good now but thanks for your help anyway

---

Subject: Re: Veh Skin Probs
Posted by IAmFenix on Fri, 29 May 2009 02:39:04 GMT
View Forum Message <> Reply to Message

You should always make sure that you have mip maps generated, I use Paint.NET aswell xD