Subject: Skinning for the ORCA
Posted by Aurora on Fri, 09 May 2003 03:12:56 GMT

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on topic

Yes, there is a special way to save it.

Click save, and you get a bunch of options you can click.

Click the following:
(from cncden.com)
on the 'Save Format' section, which is the very first one, choose No Alpha [DXT1].

The rest of the options should be as follows:

MIP maps
-select Generate MIPS

MIP map generation
-select box filter

Options
-none selected (do not select any options)

Fade mip maps
-none selected (do not select any options)

Select formats to preview
-all should be selected

Overide
-click on emulate xbox DXT1

Preview Options
-leave them as they are

Now select "2D Texture" and your all done!