Subject: Re: Skin Question
Posted by danpaul88 on Thu, 08 May 2008 22:20:50 GMT
View Forum Message <> Reply to Message

DXT5 is for textures that require an alpha channel (any texture with transparent areas MUST be exported like this). For textures WITHOUT transparency then you can use DXT1.

So when you save a DXT5 texture as a DXT1 texture the alpha channel is lost, so the black areas that are normally transparent suddenly appear ingame. Just save it as DXT5 and it will work fine.