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Subject: Re: Apache problem

Posted by [Dreganius](#) on Sat, 09 May 2009 02:55:30 GMT

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Reaver11 wrote on Fri, 08 May 2009 21:33The multiplayer Apache uses this skin ->  
v\_nod\_apache\_m.dds

You should keep the dxt format and the size (I believe it is 512x512)

The other apache is used for flyovers and uses 256x256 which is different thus blacking out your skin. Besides resizing ther is no fix which probably means you will have to do it over.  
Thanks, Reaver! That should work, I'll try and fix it when I can.

Apparently v\_nod\_apache\_m.dds is absent from my Always.dat according to XCC mixer >.<

Reaver, I'll show you my simple version of the normal Ren HUD if you want MSN Coffee? xD

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