**Subject: Skin Question**
Posted by _SSnipe_ on Mon, 05 May 2008 04:46:28 GMT
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Is there a way to turn a DXT5 to DXT 1 for skin makign without making everything black?

**Subject: Re: Skin Question**
Posted by Dreganius on Mon, 05 May 2008 11:10:14 GMT
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Erm... Why don't... you just.. save it as a DXT5...?

EDIT: If you could tell us WHY you are doing this we might be able to help more..

**Subject: Re: Skin Question**
Posted by renalpha on Mon, 05 May 2008 11:11:46 GMT
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http://www.tiberium-planet.com/renegadeskin.php

**Subject: Re: Skin Question**
Posted by Poskov on Thu, 08 May 2008 22:06:45 GMT
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SSnipe wrote on Mon, 05 May 2008 05:46Is there a way to turn a DXT5 to DXT 1 for skin makign without making everything black?

W3Ds are, how to say, very square, they must have the same model name and texture format etc. (keep the model's texture DXT5)

**Subject: Re: Skin Question**
Posted by danpaul88 on Thu, 08 May 2008 22:20:50 GMT
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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.