
Subject: Skinning Help Plz

Posted by [cpjok](#) on Wed, 02 Jul 2008 02:59:32 GMT

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ok i was changeing loading screen

but it dosent work it is just a black screen with loads of writeing on it anyone know what i have to do

This is my DSS settings there set at

File Attachments

1) [LS.JPG](#), downloaded 751 times



NVIDIA dds Format (v3.11)

Save Format

- DXT1 (No Alpha)
- DXT1 (1 bit Alpha)
- DXT3 (Explicit Alpha)
- DXT5 (Interpolated Alpha)
- 16 bit (4:4:4:4)
- 16 bit (1:5:5:5)
- 16 bit (5:6:5)
- 32 bit ARGB
- 24 bit RGB
- 16 bit (0:5:5:5)

MIP maps

- Generate MIP maps
- Use Existing MIP maps
- No MIP maps

MIP map generation

- Box Filter Kaiser
- Cubic Filter Linear-Light Kaiser
- Full DFT

Options

- Dither Color Dither Each MIP
- Binary Alpha
- Alpha Zero Border (1 texel)
- Border Color (1 texel)
- Normalize MIP Maps
- DuDv Map

Fade MIP Maps

- Fade MIP maps
- Fade Alpha Blend Amount %

Select Formats to Preview

- DXT1 Override emulate
- DXT1 (alpha) emulate
- DXT3
- DXT5
- 16 bit RGB (4:4:4:4)
- 16 bit RGB (1:5:5:5)
- 16 bit RGB (5:6:5)
- 32 bit ARGB

Preview Options

- Alpha Blending
- Show Differences (magnified)
- Enable Filtering
- Mip Mapping
- Anisotropic

2D Texture
 Cube Map
 Image (No MIP maps)

Subject: Re: Skinning Help Plz
Posted by [_SSnipe_](#) on Wed, 02 Jul 2008 03:06:18 GMT
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when u extract a skin file from always.dat iwth xcc mixer on the top says pixel type: of something it will say

dxt1
dxt2
dxt3
dxt4
dxt5

what ever it says are the setting you have to choose when you save it

Subject: Re: Skinning Help Plz
Posted by [cpjok](#) on Wed, 02 Jul 2008 09:40:22 GMT
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ok ill go look and see

Subject: Re: Skinning Help Plz
Posted by [Veyrdite](#) on Wed, 02 Jul 2008 09:43:22 GMT
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Only override the XBOX alpha if you exporting DXT5, otherwise select the other override option.

Subject: Re: Skinning Help Plz
Posted by [cpjok](#) on Wed, 02 Jul 2008 12:14:26 GMT
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i checked this thing and its a DXT1 what i do to export one of them as i tryed to myself and it still dosent work

Subject: Re: Skinning Help Plz
Posted by [saberhawk](#) on Thu, 03 Jul 2008 00:59:44 GMT
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cpjok wrote on Wed, 02 July 2008 07:14i checked this thing and its a DXT1 what i do to export one of them as i tryed to myself and it still dosent work

When opening it, don't load all the mipmaps also.

Subject: Re: Skinning Help Plz
Posted by [cpjok](#) on Thu, 03 Jul 2008 11:41:57 GMT
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it still dosent work

Subject: Re: Skinning Help Plz
Posted by [cpjok](#) on Fri, 04 Jul 2008 23:08:30 GMT
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so what i do now

Subject: Re: Skinning Help Plz
Posted by [Veyrdite](#) on Sat, 05 Jul 2008 00:11:40 GMT
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File Attachments

1) [RF_DXT1-export.jpg](#), downloaded 541 times



Subject: Re: Skinning Help Plz
Posted by [saberhawk](#) on Sat, 05 Jul 2008 00:30:28 GMT
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Upgrade your DDS plugin. Way newer one available at
http://developer.nvidia.com/object/photoshop_dds_plugins.html

Subject: Re: Skinning Help Plz
Posted by [cpjok](#) on Sat, 05 Jul 2008 20:03:45 GMT
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ok ill update later and for now ill try the settings you said

Subject: Re: Skinning Help Plz
Posted by [cpjok](#) on Sat, 05 Jul 2008 21:52:52 GMT
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still dosent work

Subject: Re: Skinning Help Plz
Posted by [saberhawk](#) on Sat, 05 Jul 2008 23:42:15 GMT
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Update your DDS plugin, make sure you don't load the mipmaps, make sure it's the same size as the original, and make sure it's the same format.

Subject: Re: Skinning Help Plz
Posted by [cpjok](#) on Sat, 05 Jul 2008 23:43:19 GMT
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i did all that still dosent work

Subject: Re: Skinning Help Plz
Posted by [GrimmNL](#) on Sat, 05 Jul 2008 23:47:25 GMT
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then you fail.

Subject: Re: Skinning Help Plz
Posted by [cpjok](#) on Sun, 06 Jul 2008 00:06:27 GMT
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Yep i fail

Subject: Re: Skinning Help Plz
Posted by [Veyrdite](#) on Sun, 06 Jul 2008 00:17:14 GMT
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GrimmNL wrote on Sun, 06 July 2008 09:47then you fail.
How helpful

Can you export other skins/textures without hitches?
