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

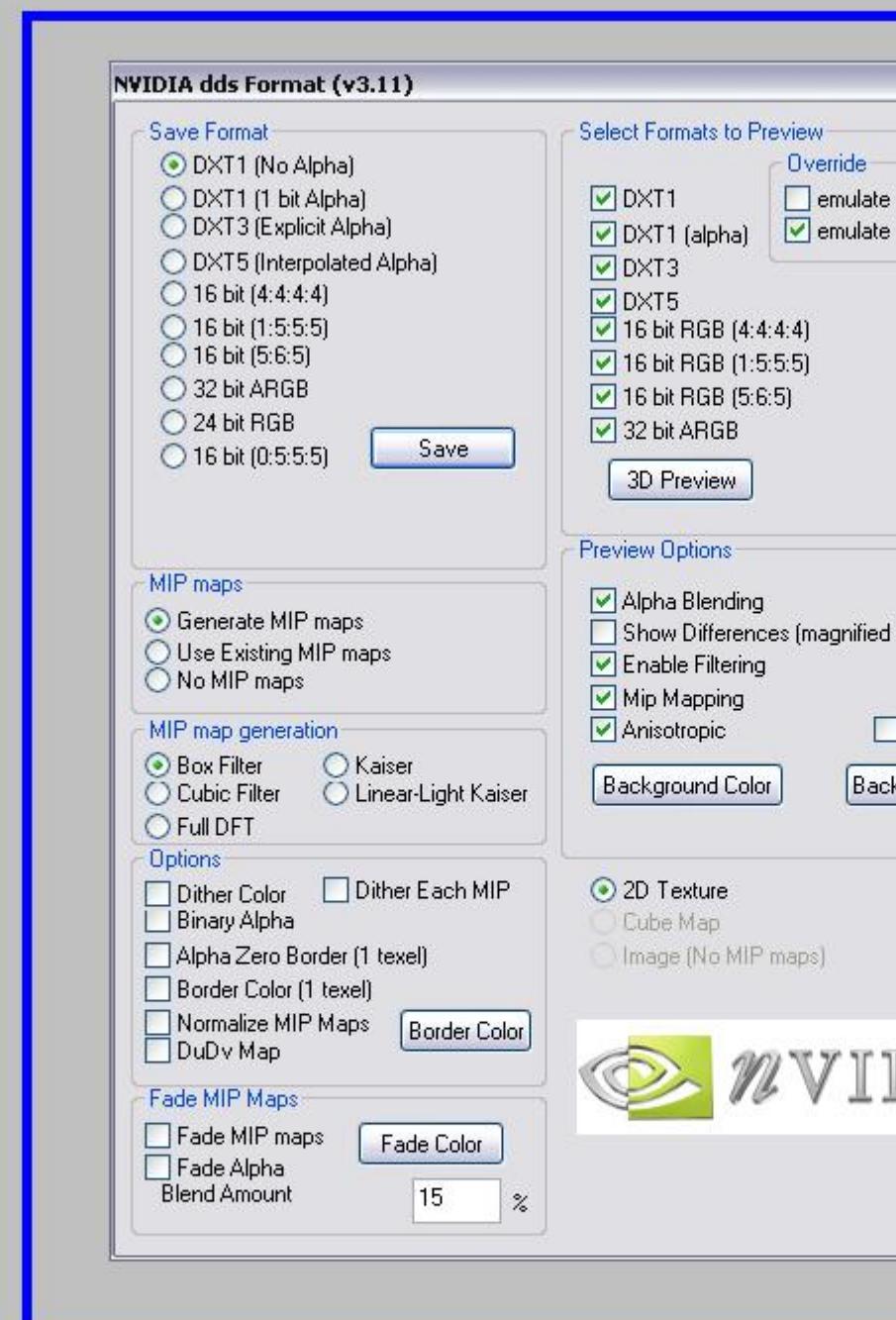This is my DSS settings there set at

File Attachments
1) LS.JPG, downloaded 664 times

File Edit Image Layer Select Filter Analysis View Window Help

Q ▾ | ⊕ Q | ☐ Resize Windows To Fit | ☑ Zoom All Windows | Actual Pixels | Fit Screen | Print Size

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)   [Save]

Select Formats to Preview
Override
- ☑ DXT1   ☐ 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

[3D Preview]

MIP maps
- ⦿ Generate MIP maps
- ◯ Use Existing MIP maps
- ◯ No MIP maps

Preview Options
- ☑ Alpha Blending
- ☐ Show Differences (magnified
- ☑ Enable Filtering
- ☑ Mip Mapping
- ☑ Anisotropic

[Background Color]   [Back

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   [Border Color]
- ☐ DuDv Map

- ⦿ 2D Texture
- ◯ Cube Map
- ◯ Image (No MIP maps)

Fade MIP Maps
- ☐ Fade MIP maps   [Fade Color]
- ☐ Fade Alpha
  Blend Amount   [15] %

nVI

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

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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

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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 487 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

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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

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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?