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**Subject:** W3D Viewer Help

**Posted by** [Mauler](#) **on Fri, 05 Sep 2008 03:33:16 GMT**

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Hey have a question about the W3D Viewer. When ever I load up a map or model I have created I noticed it always displays low resolution textures than they actually are?. I can't seam to find any option to change the settings to up the resolution anywhere can anyone help explain this?. Here's an example of what I'm talking about

ORIGINAL TGA TEXTURE

W3D VIEWER LOW RESOLUTION TEXTURE??

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**Subject:** Re: W3D Viewer Help

**Posted by** [saberhawk](#) **on Fri, 05 Sep 2008 07:02:42 GMT**

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Mauler wrote on Fri, 05 September 2008 04:33Hey have a question about the W3D Viewer. When ever I load up a map or model I have created I noticed it always displays low resolution textures than they actually are?. I can't seam to find any option to change the settings to up the resolution anywhere can anyone help explain this?. Here's an example of what I'm talking about

There isn't a way of fixing that. It happens when you try to load 32 bit tga files (A8R8G8B8 format). It cuts the bit depth to 16 bit (A4R4G4B4 format) when loading the textures. One "workaround" is to either use 24 bit tga files (if you don't need the alpha channel) or to use DXT5 dds files.

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**Subject:** Re: W3D Viewer Help

**Posted by** [ErroR](#) **on Fri, 05 Sep 2008 07:33:46 GMT**

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how about making a new w3d viewer with easier emmiter and stuff..

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**Subject:** Re: W3D Viewer Help

**Posted by** [Veyrdite](#) **on Fri, 05 Sep 2008 07:36:02 GMT**

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ErroR wrote on Fri, 05 September 2008 17:33how about making a new w3d viewer with easier emmiter and stuff..

If you can supply us with the original's source code, then go ahead. Otherwise, someone will have to spend months looking at the W3D code and another few to make a new viewer program.

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**Subject: Re: W3D Viewer Help**

Posted by [ErroR](#) on Fri, 05 Sep 2008 07:39:37 GMT

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hmm then fix it somehow it's BUGGED like hell

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**Subject: Re: W3D Viewer Help**

Posted by [Mauler](#) on Fri, 05 Sep 2008 07:50:11 GMT

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It isn't a 32bit texture.. it's a 24bit

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**Subject: Re: W3D Viewer Help**

Posted by [saberhawk](#) on Fri, 05 Sep 2008 08:00:27 GMT

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Mauler wrote on Fri, 05 September 2008 02:50It isn't a 32bit texture.. it's a 24bit

Save it again as 24bit from Photoshop just to be sure. w3dview doesn't degrade bit depth for 24 bit textures.

Also; Make sure your render derive is set as 24 bit and not 16 bit (check

HKEY\_CURRENT\_USER\Software\Westwood Studios\W3DView\Config\DeviceBitsPerPixel)

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**Subject: Re: W3D Viewer Help**

Posted by [Mauler](#) on Fri, 05 Sep 2008 08:11:07 GMT

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I had this problem before. My viewer had been set to 16bit instead of 24bit as it should be, last time i saw that window was when you first load up W3D but for some reason i can't access that anymore and i have looked in my registry settings for the application but still no luck in changing it to 24bit?

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Subject: Re: W3D Viewer Help

Posted by [saberhawk](#) on Fri, 05 Sep 2008 08:16:11 GMT

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Mauler wrote on Fri, 05 September 2008 03:11I had this problem before. My viewer had been set to 16bit instead of 24bit as it should be, last time i saw that window was when you first load up W3D but for some reason i can't access that anymore and i have looked in my registry settings for the application but still no luck in changing it to 24bit?

Importing this should trigger that dialog window

File Attachments

1) [change\\_w3dview\\_device.reg](#), downloaded 139 times

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Subject: Re: W3D Viewer Help

Posted by [Mauler](#) on Fri, 05 Sep 2008 08:17:04 GMT

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Saberhawk wrote on Fri, 05 September 2008 04:00Mauler wrote on Fri, 05 September 2008 02:50It isn't a 32bit texture.. it's a 24bit

Save it again as 24bit from Photoshop just to be sure. w3dview doesn't degrade bit depth for 24 bit textures.

Also; Make sure your render derive is set as 24 bit and not 16 bit (check

HKEY\_CURRENT\_USER\Software\Westwood Studios\W3DView\Config\DeviceBitsPerPixel)

My device is set to 24bit and i have saved from photoshop as a 24bit texture...still nothing i mean could it be my monitor or color profile? on my system.. i have no idea

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Subject: Re: W3D Viewer Help

Posted by [saberhawk](#) on Fri, 05 Sep 2008 08:19:24 GMT

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Mauler wrote on Fri, 05 September 2008 03:17Saberhawk wrote on Fri, 05 September 2008 04:00Mauler wrote on Fri, 05 September 2008 02:50It isn't a 32bit texture.. it's a 24bit

Save it again as 24bit from Photoshop just to be sure. w3dview doesn't degrade bit depth for 24 bit textures.

Also; Make sure your render derive is set as 24 bit and not 16 bit (check

HKEY\_CURRENT\_USER\Software\Westwood Studios\W3DView\Config\DeviceBitsPerPix)

My device is set to 24bit and i have saved from photoshop as a 24bit texture...still nothing i mean could it be my monitor or color profile? on my system.. i have no idea

Nah, it's w3dview, it really likes being a piece of junk at times

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**Subject: Re: W3D Viewer Help**

Posted by [Mauler](#) on Fri, 05 Sep 2008 08:21:21 GMT

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Hmm if it's the viewer would it be properly displayed in commando? or ingame?.. haven't had time to test it yet.

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**Subject: Re: W3D Viewer Help**

Posted by [saberhawk](#) on Fri, 05 Sep 2008 08:24:24 GMT

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Mauler wrote on Fri, 05 September 2008 03:21Hmm if it's the viewer would it be properly displayed in commando? or ingame?.. haven't had time to test it yet.

The actual game and LevelEdit use the same texture loading code, along with the same quirk. Best bet is to keep the original TGA stashed and use a DTX5 texture if you want to see how it's "supposed" to look

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**Subject: Re: W3D Viewer Help**

Posted by [Mauler](#) on Fri, 05 Sep 2008 08:35:17 GMT

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Well saving as a DXT5 is a vast improvement but what a pain to get it to work in the viewer...thanks for the info!

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**Subject: Re: W3D Viewer Help**

Posted by [PaRaDoX](#) on Fri, 05 Sep 2008 10:21:14 GMT

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DDS loads much faster anyway, reborn was 700MB (one level) with all it's TGA's and got a whole 20fps on a 3ghz core 2 + 2gb ram + 3870 512MB and once they were cut down to DDS it was

350mb and 380fps on the same system. Just learn to export/save all your textures in DDS, renegade just runs better with them

And keep them in powers of 2, the game resizes them and that creates little hickups

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Subject: Re: W3D Viewer Help

Posted by [Mauler](#) on Fri, 05 Sep 2008 12:30:25 GMT

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Will do!

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