Subject: Crash on skin?

Posted by Spyder on Wed, 14 Jan 2009 17:09:36 GMT

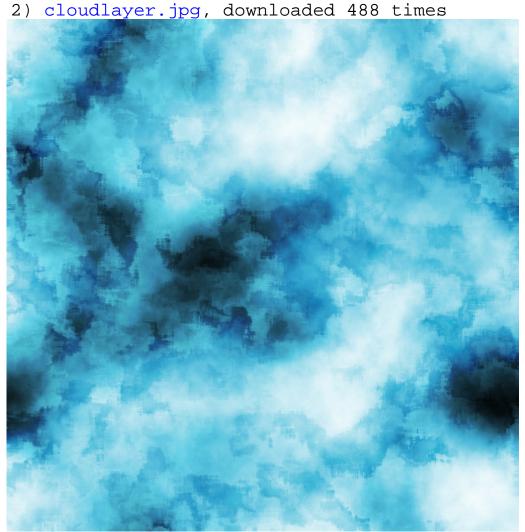
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Just a few minutes ago I created a new 'test' cloudlayer.dds to see what it looks like with certain things on it. Now everytime I start ren it crashes on loading the texture.

My file is included, also a screenshot.

## File Attachments

1) cloudlayer.dds, downloaded 143 times



Subject: Re: Crash on skin?

Posted by mrģħÄ·z on Wed, 14 Jan 2009 18:59:18 GMT

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Convert it to .DDS, DXT1 or DXT5, if it doesnt work then use size 512x512 and export again as

Subject: Re: Crash on skin? Posted by ErroR on Wed, 14 Jan 2009 19:07:25 GMT

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This is what i got spoiler

## File Attachments

1) ScreenShot75.png, downloaded 317 times

Page 2 of 4 ---- Generated from Command and Conquer: Renegade Official Forums



Subject: Re: Crash on skin? Posted by mrãçÄ·z

on Wed, 14 Jan 2009 19:08:52 GMT

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If you add some Blur and Transparency then you wouldnt see these lines so hard

Page 4 of 4 ---- Generated from Command and Conquer: Renegade Official Forums