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Subject: Apache problem

Posted by [Dreganius](#) on Fri, 08 May 2009 08:25:43 GMT

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Whenever I try to save the Apache's .dds file as "v\_nod\_apache.dds", it will still come up with the stock Apache.

I've looked at other's textures, which have the name "v\_nod\_apache\_m.dds" and when I use THAT, the apache just doesn't work (IE, black texture indicating DXT mismatch, and yes I've tried all the DXT settings)

Does anyone have a solution for this problem?

(EDIT: The Apache skin works in RP2, though.)

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Subject: Re: Apache problem

Posted by [Scrin](#) on Fri, 08 May 2009 09:23:11 GMT

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Dreganius wrote on Fri, 08 May 2009 03:25Whenever I try to save the Apache's .dds file as "v\_nod\_apache.dds", it will still come up with the stock Apache.

I've looked at other's textures, which have the name "v\_nod\_apache\_m.dds" and when I use THAT, the apache just doesn't work (IE, black texture indicating DXT mismatch, and yes I've tried all the DXT settings)

Does anyone have a solution for this problem?

(EDIT: The Apache skin works in RP2, though.)  
post that skin here, and i'll try to do something  
(i'm hope its something that C&C3 style, like hummer)

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Subject: Re: Apache problem

Posted by [Reaver11](#) on Fri, 08 May 2009 11:33:59 GMT

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The multiplayer Apache uses this skin -> v\_nod\_apache\_m.dds

You should keep the dxt format and the size (I believe it is 512x512)

The other apache is used for flyovers and uses 256x256 which is different thus blacking out your skin. Besides resizing ther is no fix which probably means you will have to do it over.

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Subject: Re: Apache problem  
Posted by [Dreganius](#) on Sat, 09 May 2009 02:55:30 GMT  
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Reaver11 wrote on Fri, 08 May 2009 21:33The multiplayer Apache uses this skin ->  
v\_nod\_apache\_m.dds

You should keep the dxt format and the size (I believe it is 512x512)

The other apache is used for flyovers and uses 256x256 which is different thus blacking out your skin. Besides resizing ther is no fix which probably means you will have to do it over.  
Thanks, Reaver! That should work, I'll try and fix it when I can.

Apparently v\_nod\_apache\_m.dds is absent from my Always.dat according to XCC mixer >.<

Reaver, I'll show you my simple version of the normal Ren HUD if you want MSN Coffee? xD

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Subject: Re: Apache problem  
Posted by [MGamer](#) on Sat, 09 May 2009 07:09:02 GMT  
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its in the always2

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Subject: Re: Apache problem  
Posted by [Dreganius](#) on Sat, 09 May 2009 13:23:02 GMT  
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MGamer wrote on Sat, 09 May 2009 17:09its in the always2

Thanks. I've fixed it now

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Subject: Re: Apache problem  
Posted by [Di3HardNL](#) on Sat, 09 May 2009 13:55:33 GMT  
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Dreganius nooob!

Just joking

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Subject: Re: Apache problem  
Posted by [Dreganius](#) on Sat, 09 May 2009 14:05:36 GMT  
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Di3HardNL wrote on Sat, 09 May 2009 23:55Dreganius nooob!

Just joking

hehehe

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