Subject: Skinning for the ORCA
Posted by bigejoe14 on Fri, 09 May 2003 01:26:14 GMT
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Is there a special way that you have to save the .dds file for the ORCA? 'Cuz every time I do save it, it always comes out black. I've done several searches and no luck. Can anyone help?

Thanks!

Subject: Skinning for the ORCA
Posted by [REHT]Spirit on Fri, 09 May 2003 01:33:37 GMT
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Is the dds file set as a DXT 1 pixel format? That's probally the prob.

Subject: Skinning for the ORCA
Posted by Aircraftkiller on Fri, 09 May 2003 01:34:59 GMT
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Remember, it's an Orca, not an ORCA.

Subject: Skinning for the ORCA
Posted by Majiin Vegeta on Fri, 09 May 2003 01:56:37 GMT
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AircraftkillerRemember, it's an Orca, not an ORCA.
 :rolleyes:
"if you got nothing nice to say then don't say nothing"

helpfull advice...

Subject: Skinning for the ORCA
Posted by Aircraftkiller on Fri, 09 May 2003 02:06:59 GMT
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What you said was nice, I assume?

Good work, hypocrite.

Subject: Skinning for the ORCA

Posted by Majiin Vegeta on Fri, 09 May 2003 02:14:20 GMT
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AircraftkillerWhat you said was nice, I assume?

Good work, hypocrite.

its advice..advice is nice....

Subject: Skinning for the ORCA
Posted by XyberBart on Fri, 09 May 2003 02:26:52 GMT
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Nice Like Ice with a pair of dice next to mice?

Subject: Skinning for the ORCA
Posted by Aircraftkiller on Fri, 09 May 2003 03:02:22 GMT
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Majiin VegetaAircraftkillerWhat you said was nice, I assume?

Good work, hypocrite.

its advice..advice is nice....

So is "Remember, it's an Orca, not an ORCA."

Subject: Skinning for the ORCA
Posted by Aurora on Fri, 09 May 2003 03:12:56 GMT
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on topic

Yes, there is a special way to save it.

Click save, and you get a bunch of options you can click.

Click the following:
(from cncden.com)
on the 'Save Format' section, which is the very first one, choose No Alpha [DXT1].

The rest of the options should be as follows:

MIP maps
-select Generate MIPS

MIP map generation
-select box filter

Options
-none selected (do not select any options)

Fade mip maps
-none selected (do not select any options)

Select formats to preview
-all should be selected

Overide
-click on emulate xbox DXT1

Preview Options
-leave them as they are

Now select "2D Texture" and your all done!

Subject: Skinning for the ORCA
Posted by bigejoe14 on Fri, 09 May 2003 04:21:39 GMT
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I already know how to save skins for vehicles, weapons, infantry, etc. It's just the Orca that I'm
having trouble with. Don't you just save it like any other skin?

Subject: Skinning for the ORCA
Posted by Aurora on Fri, 09 May 2003 04:46:42 GMT
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I can't think of a reason why not...

Subject: Skinning for the ORCA
Posted by Duke of Nukes on Fri, 09 May 2003 07:56:10 GMT
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AircraftkillerMajiin VegetaAircraftkillerWhat you said was nice, I assume?

Good work, hypocrite.
its advice..advice is nice....
So is "Remember, it's an Orca, not an ORCA."
Majiin...you just asked for that...I dont side with ACK very often...but this is one of those times

---

Subject: Skinning for the ORCA
Posted by Dante on Fri, 09 May 2003 10:09:47 GMT
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:rolleyes:

it is most likely DXT5, not DXT1, as with the SBH, Petrova Mutant, Chem Warrior, and Stealth Tank...

get XCC utitlities, it will tell you the correct format

Subject: Skinning for the ORCA
Posted by npsmith82 on Fri, 09 May 2003 12:56:37 GMT
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Download this example... http://www.spliff.wideboys.co.uk/files/renegade/matrix-orca.zip

It's a modified "v_gdi_orca_m.dds" and "v_gdi_orcaflame.dds". Both of the DDS files are DXT1, not DXT5.

When saving your Orca skin, make sure the settings are as below...

Save Format : No Alpha (DXT1).
MIP Maps : Generate MIP Maps.
MIP Map Generation : Box Filter.
Options : All unchecked.
Fade MIP Maps : All unchecked, with the percentage set to 15.

Some settings may be different if you're using Adobe Photoshop (the options above are what i use with PaintshopPro 7).

Subject: Skinning for the ORCA
Posted by [REHT]Spirit on Fri, 09 May 2003 13:03:09 GMT
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Dante:rolleyes:

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it is most likely DXT5, not DXT1, as with the SBH, Petrova Mutant, Chem Warrior, and Stealth Tank...

get XCC utitlities, it will tell you the correct format

That's how I figured it out. It uses the skin from always2.dat for the Orca (I know, I skinned it before), and XCC Mixer said DXT1.

Subject: Skinning for the ORCA
Posted by Deactivated on Sat, 10 May 2003 11:57:13 GMT
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AircraftkillerMajiin VegetaAircraftkillerWhat you said was nice, I assume?

Good work, hypocrite.

its advice..advice is nice....

So is "Remember, it's an Orca, not an ORCA."

But that might not be thing he wants to know.

Subject: Skinning for the ORCA
Posted by Majiin Vegeta on Sat, 10 May 2003 12:16:29 GMT
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SeaManAircraftkillerMajiin VegetaAircraftkillerWhat you said was nice, I assume?

Good work, hypocrite.

its advice..advice is nice....

So is "Remember, it's an Orca, not an ORCA."

But that might not be thing he wants to know.

lol now ya done it..i was gonna say the same thing.....but whats the point.. :rolleyes:

Subject: Skinning for the ORCA
Posted by Skier222 on Sat, 10 May 2003 14:18:21 GMT

man u guys dont no what ur doin. here the website, im putting it up there for a limited time so download it fast.
http://www.msnusers.com/RenxTutorials/shoebox.msnw?action=ShowPhoto&PhotoID=6 Its in a .jpg format so u should prolly change it.

Subject: Skinning for the ORCA
Posted by Skier222 on Mon, 12 May 2003 13:50:35 GMT

bump

Subject: Skinning for the ORCA
Posted by maytridy on Mon, 12 May 2003 19:05:45 GMT

Quote:Skier222 wrote:
man u guys dont no what ur doin.
And you know more than Dante and Ack? (which i know you dont)

wow :rolleyes:

Subject: Skinning for the ORCA
Posted by Skier222 on Mon, 12 May 2003 20:58:40 GMT

well maytridy, they should know how to do it then, but they obviously didnt, atleast this time.

Subject: Skinning for the ORCA
Posted by maytridy on Mon, 12 May 2003 21:01:53 GMT

Don't worry, i was just foolin with ya.