Subject: TEX
Posted by CultOfByron on Sun, 22 Sep 2013 16:02:24 GMT
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I'm having some issues with the "tex2dds2tex" tool as posted on the previous incarnation of the forum.

I've had some success converting the Fable 2 minimaps that, for some bizarre reason, are located in the Fable 3 global_textures.bnk file. Although the output DDS files are distorted and muddled - swizzling...? I've uploaded an example below.

Has anyone else had any joy with the TEX files?

File Attachments
1) BloodstoneDDS.jpg, downloaded 3991 times

Subject: Re: TEX
Posted by Artofeel on Tue, 24 Sep 2013 05:14:55 GMT
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it happens when you specify an incorrect resolution
try 128x128 or 256x256 or 1024x1024

Subject: Re: TEX
Posted by CultOfByron on Wed, 25 Sep 2013 17:58:33 GMT
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Thanks for the reply Artofeel, only problem is that the tex2dds2tex utility only seems to export at 512x152 and 1024x1024. Even the 256x256 option exports at 512x512.

Does anyone know if the most current version of the Tex2Dds2Tex program is the alpha version, 0.0.1?

It does work on most .tex files although and I really hate to sound ungrateful as it's far more than I could achieve at present!

I wonder if Mr Todx could make a reappearance and provide us with the source code so that work on this utility could continue...?

Re: 1024x1024 - Exporting at this resolution does provide a different result though; I get 11 mipmaps that are all black, each of decreasing resolution. The preview in Windows Explorer shows up as bottom half black and top half a vertically compressed version of the image which appears to be a little less distorted than the example I posted above.

Subject: Re: TEX
Posted by Artofeel on Fri, 27 Sep 2013 10:32:57 GMT
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it also maybe DXT5 (with interpolated alpha) format
and tex2dds2tex does not support it at all
so I wrote this tool

Subject: Re: TEX
Posted by CultOfByron on Fri, 27 Sep 2013 18:19:36 GMT
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Well, that seems to have very much done the trick!

Some of the minimaps are of different resolutions but they appear to be dxt5 as you say and I'm getting some very interesting results.

Thank you so much Artofeel, extremely grateful!