Subject: TEX converter
Posted by Artofeel on Fri, 27 Sep 2013 10:30:40 GMT
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batch utility to convert from TEX to DDS and back
Download

make Shortcut (not copy) of "Fable3_TEX_convert.bat" to:
%APPDATA%\Microsoft\Windows\SendTo
then Right Click -> SendTo -> select Shortcut

or drag-and-drop file(s) on "Fable3_TEX_convert.bat"

You can also change the resolution and format after converting to DDS

Resolutions:
8x8
4x4
16x16
32x32
64x64
128x128
256x256
512x512
1024x1024
2048x2048
4096x4096
8192x8192

4096x2048
2048x1024
1024x512
512x256
256x128
128x64
64x32

2048x4096
1024x2048
512x1024
256x512
128x256
64x128
32x64

Formats:
DXT1
DXT3

DXT5

used
hexed

Subject: Re: TEX converter
Posted by jacody on Fri, 27 Sep 2013 22:09:37 GMT
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I keep getting an "insert error: too many values set" message no matter how I convert the textures. The actual texture is also horribly compressed, and the alpha channels are just a bunch of pixelated gibberish.

Any idea what I'm doing wrong?

Subject: Re: TEX converter
Posted by asmcint on Fri, 27 Sep 2013 23:09:08 GMT
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Chances are you chose the wrong DXT setting. DXT-1 means no alpha, DXT-3 means that there is alpha, and DXT-5... I forget what that means.

Subject: Re: TEX converter
Posted by jacody on Fri, 27 Sep 2013 23:25:41 GMT
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Thanks. I've got it working perfectly now.

Subject: Re: TEX converter
Posted by Phnx on Mon, 14 Oct 2013 15:31:53 GMT
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Thanks for the tool! Messing with it right now. Pretty useful to get rid of scars!

Subject: Re: TEX converter
Posted by TheGeniusSavant on Thu, 17 Sep 2015 12:49:30 GMT
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A couple of questions (that I hope to answer myself, but I'm throwing them out there on the off chance that someone actually KNOWS the answer AND gets back to me before I figure it out)...

Is there a pretty standard format to try? Maybe one standard for certain types of textures (e.g. hats or skirts)?

What program is preferable to edit the resulting files? Do I need Photoshop? Is it done in MS Paint?

I have some HUGE ideas, but I am falling short by not having figured out the modelling or texturing yet. I WILL get there, it's just a matter of time and education...

Thanks in advance!
TGS

Subject: Re: TEX converter
Posted by Phnx on Mon, 21 Sep 2015 23:43:53 GMT
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TheGeniusSavant wrote on Thu, 17 September 2015 05:49A couple of questions (that I hope to answer myself, but I'm throwing them out there on the off chance that someone actually KNOWS the answer AND gets back to me before I figure it out)...

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Thanks in advance!
TGS
I'd recommend Gimp.

Subject: Re: TEX converter
Posted by TheGeniusSavant on Tue, 22 Sep 2015 06:15:52 GMT
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Thanks! I'll try it right now!!!

Subject: Re: TEX converter
Posted by TheGeniusSavant on Tue, 22 Sep 2015 12:51:18 GMT

Oh, my...

I didn't realize it was going to take hours and a Masters in computer science to get Gimp installed to the point I could use it for this (I jest, but only slightly)...

The DDS plugin I found requires all sorts of compiling software that I've never even heard of, including MinGW, which I can't seem to make work...

I'll have to work on all this if and when I'm really willing to invest the time and energy.

Thanks again for the idea, though!
TGS

EDIT: Turns out I only THOUGHT I'd downloaded the plugin... I'd downloaded the source files FOR the plugin (DUH!). I looked again and there was another link. Now, at least I can open the files.

I'm still having trouble with figuring out the right formats for the TEX2DDS conversion and I think I'm having issues with the Alpha channel as well... everything i try to mod turns out glowing (kinda like tattoos or the inlays on weapons, only NOT attractive!)