
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!)
