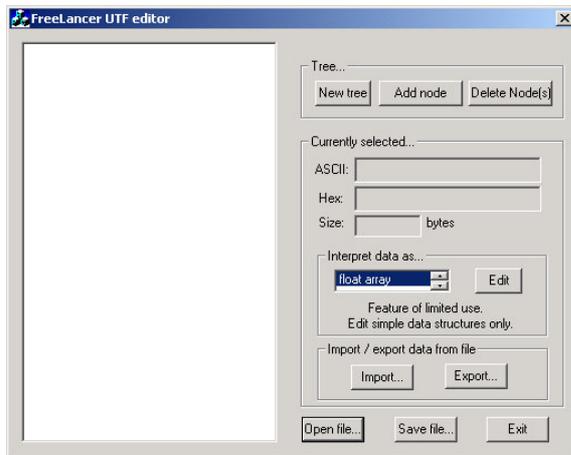
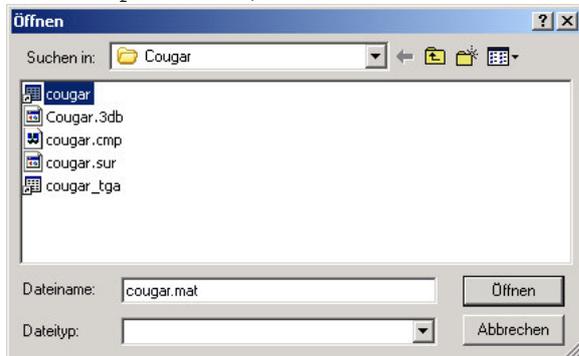


Open UTF Editor, could be found at

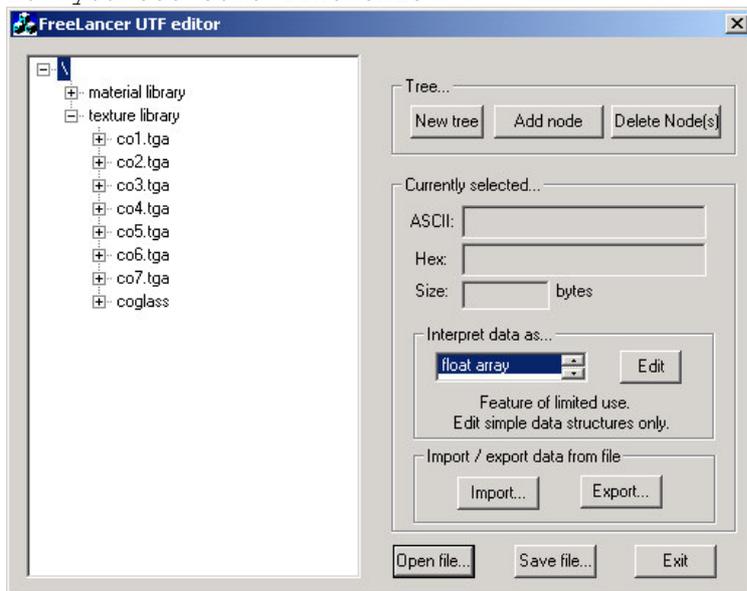
<http://www.lancersreactor.com/t/editing/download/download.asp?id=202>



click open file, then chose the *.mat file you like to work on



click the little + in the left upper corner
then click the + on texture library
now you see some like this



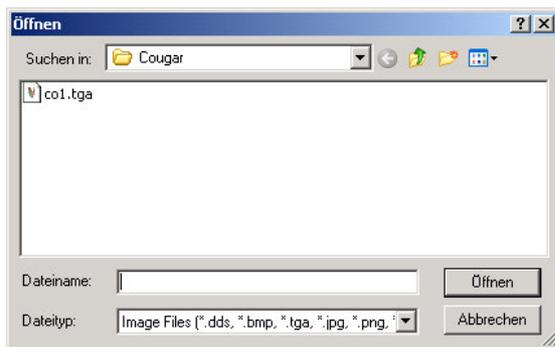
now you have to click on the + of the 1st named *.tga



- if there is standing MIP0 and on the right side ASCII is empty you have to mark as here that MIP0. Then click on export and store that information as col.tga same as the upper node name is.



just change it to MIPS.



- Click on save
- Picture with options
- rdy 1st one only the rest to go till coglass.tga
- Rdy, go on with import

now when you have done all you have to switch back to the UTF-Edit tool and import them all back into the child node of that where you have exported them.

After that is done just save the file under its former filename as we used here 'cougar.mat'

That's it, rdy to go with the next mat-file

Thx in advance for yours help

Crabtree-CCN

- You have to do that with each node from col.tga node down to the last which is named here coglass.tga.
- Remember you have to export the MIP0 in each node
- After you have exported all you have to rename that MIP0 to MIPS this is to be done when you click second on that MIP0 then it changes to input mode, now

- Next you need is to place the Plugin for Adobe here '..\Plug-Ins\Import-Export\' in yours Adobe Photoshop install directory

www.crabtree.de/ap7_dds_plugin.zip

- Now start Adobe Photoshop and open yours 1st tga file
- Click on file
- Click on Save as
- Chose save format DDS