As some of you know, KSP supports loading of [DDS](https://en.wikipedia.org/wiki/DirectDraw_Surface) textures. These compressed\* textures save both memory and loading time as they can be sent without decompression directly to GPU memory. All of the textures and effects that Squad includes with KSP are now distributed as DDS. Given the numerous benefits that textures in this format provide to players, I encourage all part mod authors to distribute their mods with DDS textures.

**Tools for converting textures to DDS:**

[**Lilleman's converter**](https://forum.kerbalspaceprogram.com/threads/98672)

Intended for end users, but the default settings will usually generate textures that work fine for distribution

[**Photoshop plugin**](https://developer.nvidia.com/nvidia-texture-tools-adobe-photoshop)

A plugin for Adobe Photoshop which allows it to read and write DDS textures.

[**NVIDIA Texture Tools**](https://developer.nvidia.com/legacy-texture-tools)

Command line utilities for working with DDS textures.

[**Paint.net**](http://www.getpaint.net/index.html)

Free image editing software for Windows

[**Gimp DDS plugin**](https://code.google.com/p/gimp-dds/)

A DDS plugin for GIMP.

[**img2dds**](https://github.com/ducakar/img2dds)

Cross-platform python script for converting contents of GameData to DDS. Might need some modification to work with individual folders.

**What not to convert**:

Icons and any textures that need to have their data accessed directly by a plugin.

**Conversion settings to use**:

For KSP, textures need to be flipped vertically - The NVIDIA texture tools and Photoshop plugins have settings to do this for you, and Lilleman's converter does it automatically.

The textures also need to be in the right format:

**Texture Formats**:

**DXT1**

Use this for anything without an alpha channel.

**DXT5**

Use this for anything with an alpha channel. This includes combined diffuse/shine maps.

**DXT5nm**

Use this format for normal maps.

\*DDS also supports various uncompressed formats.