
Subject: Re: skins wierd

Posted by [Zion](#) on Thu, 18 Jan 2007 14:30:23 GMT

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puddle_splasher wrote on Thu, 18 January 2007 08:58 Can you use lay-mans language in support of "dds" cause I dont know what you mean although Im trying to learn.

Of course i can use "lay-mans" language, if i knew what that was.

The .dds file type is an image that is used many games, they are the only texture files in Renegade that support alpha channeling (translucent glass, bits of fence are see through etc).

Viewing these files is hard unless you use a special program (imagery editing software).

There's a small app (here) which will allow you to view .dds images in explorer. This is mainly for people to see what .dds file from renegade is what particular image.

If you don't understand that you need to take some lessons in the English language
