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Subject: Skinning help!

Posted by [npsmith82](#) on Fri, 13 Jun 2003 13:36:59 GMT

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Alpha channels are used to provide a transparency effect within skins, for example, if the ion cannon beam didn't use alpha channels you would not be able to see through the ion beam itself when it's about to strike.

If you've used the XCC Mix Editor to extract the skins in the first place, take note of what the preview says in the right hand panel of the mix browser, it will say whether it's DXT1 or DXT5. Just be sure to save back into the same file type.

All non-transparent skins are either TGA or DDS files (DXT1).

All semi-transparent skins use DDS files only (DXT5).

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