
Subject: .dds texture editing help PLZ

Posted by [halo2pac](#) on Tue, 21 Aug 2007 03:01:13 GMT

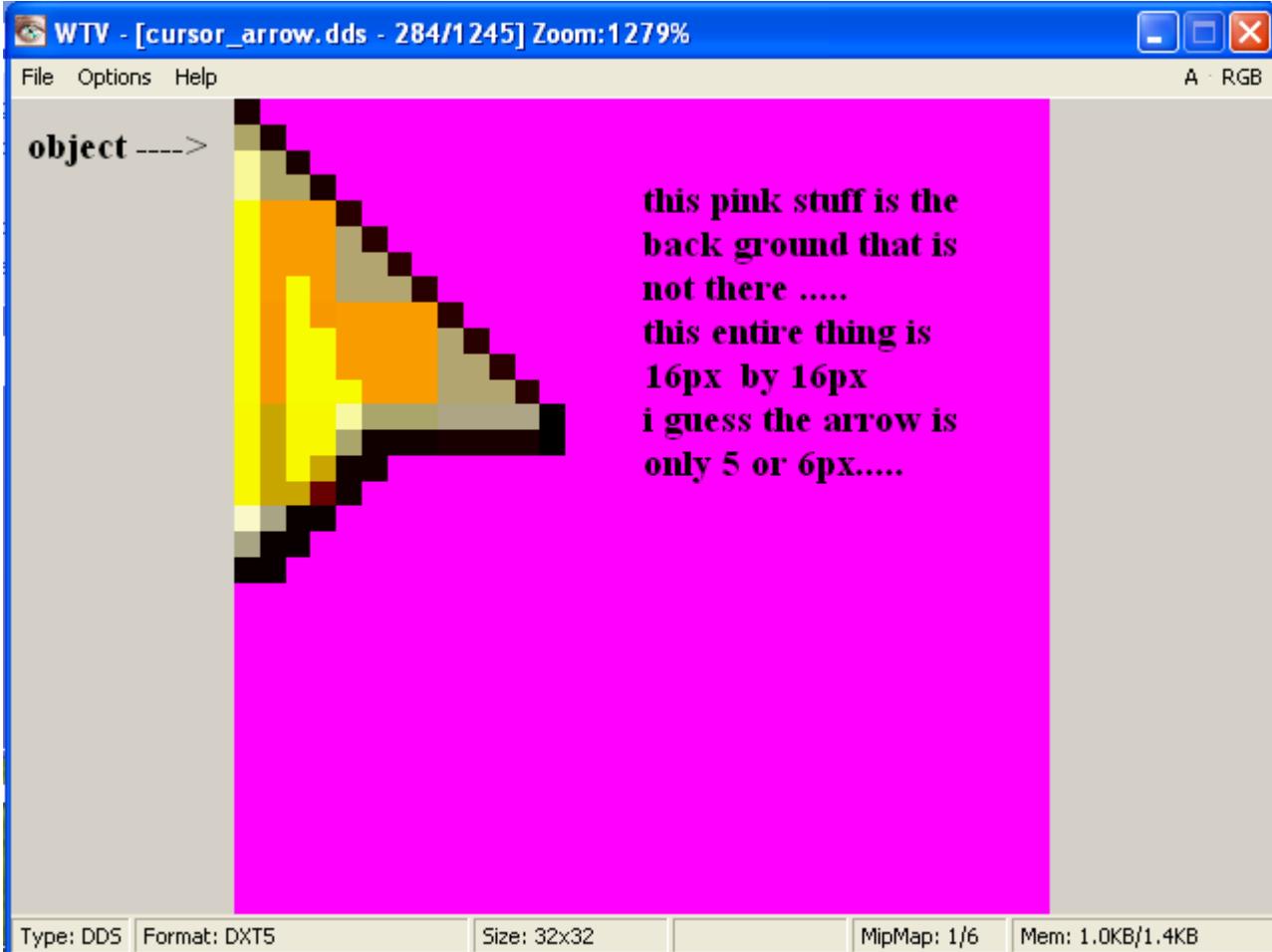
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ok with some skins there is a pink or white/black background around the main object if you take a picture and like a triangle and put it on a white background and convert it to a .dds (DXT1 alpha) in paintshop and put the skin in ur dir..... the skin does not work right for obvious reasons... because the background is considered part of the object... HOW do i in paintshop pro make the background be not there but the entire thing be like 256 px X 256 px and the small object be in the middle?

example

File Attachments

1) [example.PNG](#), downloaded 508 times



Subject: Re: .dds texture editing help PLZ

Posted by [AoBfrost](#) on Tue, 21 Aug 2007 03:33:33 GMT

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I dunno about psp, but if you have photoshop (psp can do this too) just delete the pink and the background layer if it exist, then you will see it transparent like the arrow is sitting on nothing, then save it, then test it

Subject: Re: .dds texture editing help PLZ

Posted by [Genesis2001](#) on Tue, 21 Aug 2007 03:44:29 GMT

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If you're making skins for Renegade, anything you don't want to show up ingame needs to be black :/

-MathK1LL

Subject: Re: .dds texture editing help PLZ

Posted by [Ryu](#) on Tue, 21 Aug 2007 04:09:45 GMT

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MathK1LL wrote on Mon, 20 August 2007 22:44If you're making skins for Renegade, anything you don't want to show up ingame needs to be black :/

-MathK1LL

Half the time, yes.

Subject: Re: .dds texture editing help PLZ

Posted by [Gen_Blacky](#) on Tue, 21 Aug 2007 04:10:08 GMT

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needs to be transparent and have a alpha layer

Subject: Re: .dds texture editing help PLZ

Posted by [Jerad2142](#) on Tue, 21 Aug 2007 04:44:57 GMT

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Doesn't matter what color it is, it just needs to be alpha.

Subject: Re: .dds texture editing help PLZ

Posted by [jamiejrg](#) on Tue, 21 Aug 2007 15:48:23 GMT

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yeah, just some programs don't know what to do with alphas. Some make them green, some make them pink, some black and white.

Jamie
