Subject: Making a reticle
Posted by TheMouse on Mon, 27 Oct 2003 17:45:31 GMT
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I read the tutorial, but I have photoshop Elements. this wasn't a problem until I got to this bit:

Quote:4. Now go to window =& show channels if the channels palette isn't open already, and go ahead and create a new channel. We'll stick with the default title of "Alpha 1"

There isn't a show channels option under the window menu. It doesn't appear that elements can do that...

I'm in RGB color mode, too. Does anyone know if Elements can do this?

(I also don't have the nvidia utility. Is there anywhere I can download it?)

Subject: Re: Making a reticle
Posted by Deactivated on Mon, 27 Oct 2003 18:27:19 GMT
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TheMouse

(I also don't have the nvidia utility. Is there anywhere I can download it?)

http://developer.nvidia.com/object/ps_texture_compression_plugin.html

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Subject: Making a reticle
Posted by TheMouse on Mon, 27 Oct 2003 22:39:35 GMT
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Thanks!

Anyone know about the other bit?

Subject: Making a reticle
Posted by Sir Kane on Fri, 31 Oct 2003 10:13:27 GMT
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Just add an alpha channel, shouldn't be that hard

Subject: Making a reticle
Posted by TheMouse on Fri, 31 Oct 2003 15:28:57 GMT
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TheMouseI read the tutorial, but I have photoshop Elements. this wasn't a problem until I got to this bit:

Quote:
4. Now go to window =& show channels if the channels palette isn't open already, and go ahead and create a new channel. We'll stick with the default title of "Alpha 1"

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My question was "can elements do this."

Also, I got the trial version of photoshop 7.0, downloaded the nvidia utility and installed it, but photoshop still can't save as a .dds file. it also gives me a missing dll file error.