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Subject: Rectile question...

Posted by [npsmith82](#) on Mon, 09 Aug 2004 23:32:59 GMT

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EXdeath7If its just a white box with your reticle in the middle you didnt alpha channel. Do an alpha channel on the everything except the reticle itself. This is where the problem lies, your reticle has no alpha channel telling the game engine which parts are translucent, and which are not. I'm only familiar in doing this with Paint Shop Pro 7, so for Photoshop you'll need to search around the menu's.

~ Open your reticle DDS in paintshop pro, rubber band everything that is NOT the reticle (to be translucent).

~ Once you've done that, open the "Selections" menu and click "Save To Alpha Channel". Overwrite "Alpha Channel 1" if it already exists, if not just create a new one.

~ Close the dialogue, then save your image as DXT5.

~ Place it in your Renegade\Data folder, then play renegade.

That will fix your problem.

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