
Subject: texture question

Posted by [liberator](#) on Mon, 31 Jan 2005 05:09:26 GMT

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I thought I understood how making skins in ren worked, at least well enough to make a few mods for my personal use.

Anyway I'm trying to alter the appearance of the globe in the hand of the Hand of Nod. I get the image loaded, I'm using a larger base image of 256², but when I go to save it it complains alpha channels being lost and doesn't save properly. What is going on?
