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Subject: Re: Need help with HUD

Posted by [Halo38](#) on Sat, 12 Aug 2006 11:05:21 GMT

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Copy your hud layer and use brightness/contrast to create a black and white version then copy this to the alpha channel layer

the alpha channel is just a black and white image nothing special. It's how image viewers uses the information in the alpha channel that makes it special, in other words you just make the image and put it in the right channel.

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