
Subject: Re: HUD Modding

Posted by [Slave](#) on Sun, 24 Dec 2006 12:35:11 GMT

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depends wich program you use.

photoshop with the proper plugins can preserve alpha info,
just save it as dtx5.

for paintshop or any other program that doesnt have a proper
dds plugin, you need an in between program. DDS Converter 2
will do the job just fine. just google it.

open dds converter

select your source dds

convert to png (wich contains all the alpha and is lossless)

edit it at will in your image editor

save as png again, make sure to save alpha info at settings

and convert it back to dds again, using dds converter, dtx5