
Subject: Re: Renegade Skinning Problem
Posted by [Slave](#) on Sat, 04 Aug 2007 00:36:35 GMT
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PSP only works fine for skins with no transparency (dtx1 mode or whatever). The plugin was made for photoshop, so it bugs up somewhere.

When you try to save a skin that needs transparency/alpha ingame, PSP cant provide it. The texture will show black ingame.

I also use Paintshop, and whenever I have this problem, i use DDS Converter 2 (google) as an in between step.

Paintshop -> png -> DDS Converter -> DDS (with dtx5)
