
Subject: Re: Renegade Skinning Problem
Posted by [Tunaman](#) on Thu, 09 Aug 2007 16:24:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Fri, 03 August 2007 20:36PSP 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)

I got paintshop to work fine with transparency and skins.. The only thing is that paintshop has a poor way of handling it and things turn up really messy looking ingame.
