Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by DutchNeon on Thu, 25 Dec 2008 15:18:09 GMT
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This is what I got now (just moved certain QuadBoxes with there Icons/Bars in it). Now if I could only open .DDS files >_>

(Don't pay attention to the white line under the Screenshot, I had my Paint 'box' bigger then the actual Screenshot (height of the Paint 'box').

How do those .tga files work? Because when I open them, I get a empty, white background in Photoshop