Subject: Re: PT icons for Turret and GT Posted by Distrbd21 on Fri, 27 Feb 2009 21:12:54 GMT View Forum Message <> Reply to Message

Hello does no one want to help me or something dam

i have a diff problem i have always used photo shop for my skins but never had this problem..

this is what i get when i try to save it as a dds file, by the way no matter what i do i can't save it..

And here is what it should look like..

can anyone tell me why that is or how to get it to save?

also i was wondering if i used magic pink on an image will it show up in game? or will it be transparent like it should show up?

and i would also like to know answer for the other stuff i asked even if its no or no one knows.

File Attachments 1) dds.bmp, downloaded 122 times 2) dds.jpg, downloaded 158 times dds Parameters (v2.55) Save Format Select Formats to Preview Override C No Alpha (DXT1) emulate xbox DXT1 DXT1 🔘 1 bit Alpha (DXT1) emulate xbox DXT1 (alpha) DXT1 (alpha) Explicit Alpha (DXT3) ✓ DXT3 C Interpolated Alpha (DXT5) DXT5 C 16 bit (4:4:4:4) 16 bit RGB (4:4:4:4) 1x 💌 C 16 bit (1:5:5:5) 16 bit RGB (1:5:5:5) Zoom 16 bit (5:6:5) 16 bit RGB (5:6:5) 32 bit ARGB ☑ 32 bit ARGB Save 3D Preview Options **Preview Options** Generate MIP maps Dither Alpha Blending **Binary Alpha** Г Show Differences (magnified 10x) Alpha Zero Border (1 bit) Bilinear Filtering Mip Mapping Fade To Color Use Image Fade To Color Fade Color Background Color Background Image # MIPs to fade Complete **NVIDIA**. Cancel