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Subject: Re: Quick Alpha question

Posted by [Dreganius](#) on Mon, 16 Mar 2009 11:58:22 GMT

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Di3HardNL wrote on Mon, 16 March 2009 22:47He knows that the original stealth effect has no alpha layer, but he wants to add a alpha layer for a different stealth effect.

I think this is managed in LE, I am not sure. but then it would be saved in presets :/ = objects.ddb

Yes, I know the DXT format of the original quite well; I thought I made that clear in my post...

Edit: It's not for a stealth effect, just a glow. If you look at the alpha layer for the SBH it's only in the 'gaps' in the armor, IE where the red glows, even when in darker lighting.

So you think that it would require an objects.ddb edit? Hmmm, it's possible, however if it could be done another way, I would very much appreciate someone to post? As a Black Hand Sniper would look very awesome with glowing red bits

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