Subject: Alpha Channeled Textures
Posted by Spice on Wed, 06 Oct 2004 08:08:25 GMT
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I've made a few Alpha Channeled Texture and applied thme to my Plane using the Face setting under UVW map. I checked Shader as Alpha Test and Checked Valpha under the W3D tools. I exported and it came out like this:

I also tried exporting as Alpha blend aswell.

The way I made my texture was remove everything in the backround of my image , use the magic wand tool on the backround then inverse the selection and make a new channel then Hid the backround channel and saved as 24bit Tga.

Subject: Alpha Channeled Textures
Posted by Deactivated on Wed, 06 Oct 2004 11:12:12 GMT
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Renegade does not support 32 bit textures.

Subject: Alpha Channeled Textures
Posted by Spice on Wed, 06 Oct 2004 14:33:26 GMT
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I didn't save as 32 bit.

Subject: Alpha Channeled Textures
Posted by PermaGrin on Wed, 06 Oct 2004 15:49:55 GMT
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SeaManRenegade does not support 32 bit textures.
EXdeath7saved as 24bit Tga

I have had to help Blazea with this a few times. Sadly enough I cant seem to remember the way to do it. When I leave work and return home I can fiddle around and recall the steps for you. That is unless someone else answers your question before then.

Subject: Alpha Channeled Textures
Posted by Slash0x on Wed, 06 Oct 2004 18:08:01 GMT
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SeaManRenegade does not support 32 bit textures.

Took me number of times to figure out that my AwpMap had this glitch. Actually, it can run 32 bit textures, but not ALL computers can run the 32 bit textures in Renegade for some reason. Like my brother and me can run it just fine. When I let a few people beta test it, half of them had the glitchiness. Go fig.

Subject: Alpha Channeled Textures
Posted by deadaim00 on Wed, 06 Oct 2004 18:09:31 GMT
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Maybe this will help:

http://renegade.gamingsource.co.uk/main.php?page=alpha.html

It doesnt say anything about the renx part though. After this I dont know what to do. This tutorial was made by my good friend fynexfox.

Subject: Alpha Channeled Textures
Posted by icedog90 on Wed, 06 Oct 2004 19:07:00 GMT
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I have Renegade on 32-bit and it looks fine, works fine, and is way better than 16-bit. People who can't tell the difference are people with computers that don't support 32-bit in Renegade. Although, when I save a texture as 32-bit, it comes out as 256 color in the w3d engine. I always save as 24-bit.

Subject: Alpha Channeled Textures
Posted by Spice on Wed, 06 Oct 2004 22:03:24 GMT
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I got the backround to be actually transparent. The texture still look's like it has been flipped on both sides.

Subject: Alpha Channeled Textures
Posted by PermaGrin on Wed, 06 Oct 2004 22:18:12 GMT
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So you got the transparency to work?

Subject: Alpha Channeled Textures
Posted by Spice on Wed, 06 Oct 2004 22:20:47 GMT
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Yea it's doing transparency now. It's the texture that isn't mapping right or something....

The Grey is the backround of the W3D viewer.

Subject: Alpha Channeled Textures
Posted by YSLMuffins on Wed, 06 Oct 2004 22:39:50 GMT
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Wow...what is the texture supposed to look like?

Subject: Alpha Channeled Textures
Posted by PermaGrin on Thu, 07 Oct 2004 00:21:03 GMT
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Really. I know it supposed be a Star Destroyer, but it almost seems as if the texture itself is messed up. Just out of curiosity ( ) did you map it correctly?

Subject: Alpha Channeled Textures
Posted by Spice on Thu, 07 Oct 2004 00:22:06 GMT
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It's suppose to be a Imperial Star Destroyer.

That's not the texture. Yea it was mapped by the pixels the texture is and mapped as a box.