
Subject: creating a dds file texture!

Posted by [Anonymous](#) on Tue, 19 Nov 2002 15:17:00 GMT

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i found how to create a mask, then merge it to my image to make my alpha channel thing...everything is ok... but when i try to save in dds, the save button inst enabled!i use paint shop pro, i make a mask having black and white color stuff to my picture. then i save it to my picture as alpha channel then i merge all my layers.what wrong?

Subject: creating a dds file texture!

Posted by [Anonymous](#) on Wed, 20 Nov 2002 15:18:00 GMT

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The size of the image must be in multiples of 16's or a perfect square I think...I'm not sure.

Subject: creating a dds file texture!

Posted by [Anonymous](#) on Wed, 20 Nov 2002 15:33:00 GMT

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muffins... your alive!!!!

Subject: creating a dds file texture!

Posted by [Anonymous](#) on Wed, 20 Nov 2002 16:45:00 GMT

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quote:Originally posted by SHADY-CNCU:muffins... your alive!!!!Shady... You're spamming!

Subject: creating a dds file texture!

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:21:00 GMT

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quote: Originally posted by DeafWasp: quote: Originally posted by aircraftkiller2001: quote: Originally posted by SHADY-CNCU:muffins... your alive!!!! Shady... You're spamming!ACK! So are you.Wait, now I am too! Oh Joy!DeafWasp!! your spamming uncalled for = lets sing the log song (ren and stimp)

Subject: creating a dds file texture!

Posted by [Anonymous](#) on Thu, 21 Nov 2002 21:31:00 GMT

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tanx muffin for your info btw its a number who have a multiple of 2 (2^1 , 2^2 , 2^3) not 16... anyway tanx now i can save dds perfectly. Also when im trying to save my dds save, wich i want to replace the if_renlogo.dds (renegade logo in main menu) by my red alert2 logo, it wont show! dunno why, do u have an idea?
