

---

Subject: Need help with HUD

Posted by [JohnDoe](#) on Fri, 11 Aug 2006 15:24:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've made my own HUD, but it looks kinda screwy, because the alpha channel is still the black and white picture of the HUD I used as basis...how can I change the alpha channel to represent the RGB image?

---

---

Subject: Re: Need help with HUD

Posted by [Veyrdite](#) on Sat, 12 Aug 2006 03:23:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

you simply have to get the DDS settings right, if you are not using photoshop the attachment may not be 100% compatible

try edditing an example, like the blue hud on renegade zone

it could also be the settings (if you use photoshop) when you make a blank image or save it with extended settings outside the DDS window.

---

---

Subject: Re: Need help with HUD

Posted by [Halo38](#) on Sat, 12 Aug 2006 08:35:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If your using photoshop, select the 'Channels' tab and you will see the alpha channel layer you will need to edit.

Here's one I prepared earlier

---

---

Subject: Re: Need help with HUD

Posted by [JohnDoe](#) on Sat, 12 Aug 2006 10:41:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah I know that, but how do I edit that alpha channel? Right now I just deleted it, so how can I make a new one with the same picture as the layer, just in the alpha channel weird black/white way?

---

---

Subject: Re: Need help with HUD

Posted by [Halo38](#) on Sat, 12 Aug 2006 11:05:21 GMT

Copy your hud layer and use brightness/contrast to create a black and white version then copy this to the alpha channel layer

the alpha channel is just a black an white image nothing special. It's how image viewers uses the information in the alpha channel that makes it special, in other words you just make the image and put it in the right channel.

---

---

Subject: Re: Need help with HUD

Posted by [JohnDoe](#) on Sat, 12 Aug 2006 11:43:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

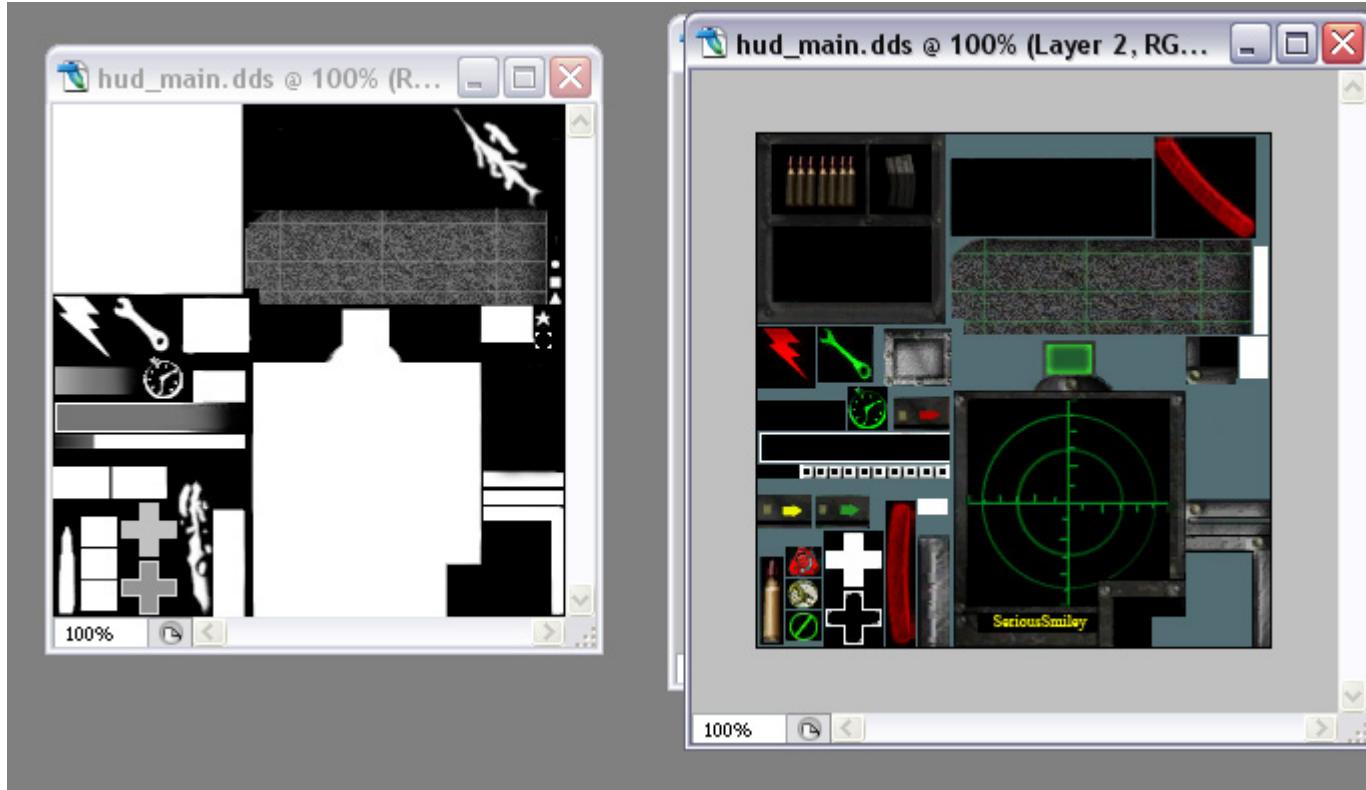
---

Yeah and which setting do you use? That's the part where I just can't get it straight. Mine always ends up looking nothing alike the default HUD's alpha layer in terms of b/w contrast.

In case someone's confused...how do I get from the right picture to something similar to the left one?

#### File Attachments

1) [hud.jpg](#), downloaded 326 times



Subject: Re: Need help with HUD  
Posted by [JohnDoe](#) on Sat, 12 Aug 2006 20:05:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

HELP or DIE!!!

\*Removed\* No image leeching please. -YSL

---

---

Subject: Re: Need help with HUD  
Posted by [Viking](#) on Sat, 12 Aug 2006 21:39:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

We dont take kindly to threats...

---

---

Subject: Re: Need help with HUD  
Posted by [Halo38](#) on Sun, 13 Aug 2006 02:46:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

use black white and grey paint or brightness adjustment... if you have things in seperate layers then it's easier

If your still confused search the net for tutorials on alpha channels, using layers & the paint brush tool...

---