
Subject: HUDs

Posted by [samous](#) on Mon, 01 Dec 2008 01:58:21 GMT

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

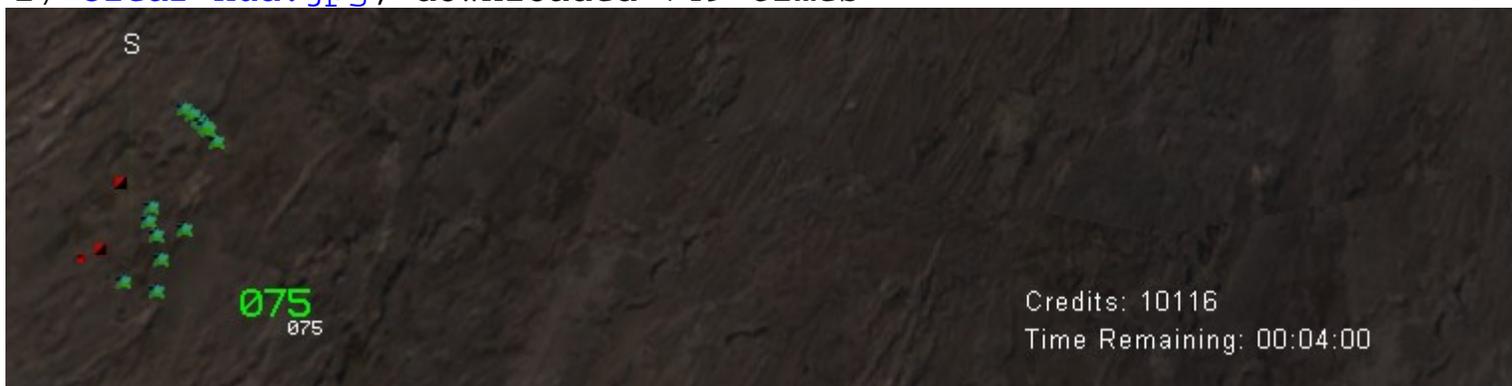
I "edited" a hud i already had, but for some reason, during the extraction process, this happened:

... what happened? anyone know? BTW: i kinda like this "clear hud" thing, so if any of you want it, i will give it to you.

EDIT: if you make the entire image transparent, it will not do this, it will not show anything on radar if you make everything transparent. So, no, this isn't as easy as making a transparent dds file. I had to say that b/c i know some one some where would of though or said it.

File Attachments

1) [clear hud.jpg](#), downloaded 749 times



Subject: Re: HUDs

Posted by [Canadacdn](#) on Mon, 01 Dec 2008 05:42:52 GMT

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

Did you save it as the correct DXT type? The HUD uses DXT5 with alpha channels.

Subject: Re: HUDs

Posted by [samous](#) on Tue, 02 Dec 2008 02:19:38 GMT

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

hmmm... i did. I found out i ws editing one of scrins hud, so i put i the original file, and it did the same thing! i'm currently tring to fix this with scrin.
