
Subject: Skinning help!

Posted by [znick](#) on Fri, 13 Jun 2003 02:00:45 GMT

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Hey,

I am trying to skin some things but i am having a minor problem. On some of the skins, for example the buttons(if_buttons01) and the ion cannon bean, don't save. Whenever i try to save them it says " Because of specified limitations of the file, no alpha channels will be saved." Then it doesn't save the skin. Now, i have seen people do this before on their own skins, can someone please tell me how to get around this.

Nick

~sb

Subject: Skinning help!

Posted by [YSLMuffins](#) on Fri, 13 Jun 2003 04:59:16 GMT

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Save as a .tga?

Subject: Skinning help!

Posted by [SomeRhino](#) on Fri, 13 Jun 2003 05:03:36 GMT

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DXT1=No alpha channel, 24-bit.

DXT5=Alpha channel, 32-bit

Subject: Skinning help!

Posted by [npsmith82](#) on Fri, 13 Jun 2003 13:36:59 GMT

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Alpha channels are used to provide a transparency effect within skins, for example, if the ion cannon beam didn't use alpha channels you would not be able to see through the ion beam itself when it's about to strike.

If you've used the XCC Mix Editor to extract the skins in the first place, take note of what the preview says in the right hand panel of the mix browser, it will say whether it's DXT1 or DXT5. Just be sure to save back into the same file type.

All non-transparent skins are either TGA or DDS files (DXT1).

All semi-transparent skins use DDS files only (DXT5).
