
Subject: Proper format for saving a custom HUD.
Posted by [bigejoe14](#) on Wed, 02 Jul 2003 20:09:55 GMT
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What's the proper format for saving a custom HUD? I would get the XCC utilities but I think the site is down. I'm asking because when I go to save it, it says "Alpha information will be lost". So I'm not saving in the right format. Can anyone help?

God I suck at this skinning stuff.

Subject: Proper format for saving a custom HUD.
Posted by [pulverizer](#) on Wed, 02 Jul 2003 20:43:51 GMT
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you must save it as .dds.
is that what you mean?

Subject: Proper format for saving a custom HUD.
Posted by [bigejoe14](#) on Wed, 02 Jul 2003 20:58:47 GMT
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No, not file format. I know it needs to be saved as .dds. I mean like DTX1, DTX3, DTX5... formats like that.

Subject: Proper format for saving a custom HUD.
Posted by [General Havoc](#) on Wed, 02 Jul 2003 21:58:32 GMT
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<http://xccu.sf.net> I think it is DXT1 but i'm not sure.

_General Havoc

Subject: Proper format for saving a custom HUD.
Posted by [SomeRhino](#) on Wed, 02 Jul 2003 22:05:38 GMT
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DXT5 for 32-bit images with alpha. DXT1 for regular 24-bit images. You'll use DXT5. DXT3 isn't supported by W3D.

Subject: Proper format for saving a custom HUD.

Posted by [Aircraftkiller](#) on Wed, 02 Jul 2003 22:08:11 GMT

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DXT3 works in W3D. The Medical Level map I created uses DXT3 textures due to an accident, and I was able to see them fine. Some others saw black textures. It's all dependent on the system that uses them.

Subject: Proper format for saving a custom HUD.

Posted by [SomeRhino](#) on Wed, 02 Jul 2003 22:09:32 GMT

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Mine always crashes or displays black textures. Must be something related to the video card.

Subject: Proper format for saving a custom HUD.

Posted by [bigjoe14](#) on Wed, 02 Jul 2003 23:33:09 GMT

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Well, I kinda got it to work but it's all gay looking.

BTW, I forgot to mention that I'm using Adobe Photoshop 7.0

<http://www.n00bstories.com/image.fetch.php?id=1354351366>

Subject: Proper format for saving a custom HUD.

Posted by [npsmith82](#) on Thu, 03 Jul 2003 01:54:50 GMT

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bigjoe14Well, I kinda got it to work but it's all gay looking.

BTW, I forgot to mention that I'm using Adobe Photoshop 7.0

<http://www.n00bstories.com/image.fetch.php?id=1354351366>

What program are you using to edit the DDS, Photoshop or Paintshop Pro?

It looks to me like you've drastically screwed with the alpha regions (solid grey areas that should be transparent).

Subject: Proper format for saving a custom HUD.

Posted by [bigjoe14](#) on Thu, 03 Jul 2003 05:12:44 GMT

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I'm using Photoshop. And I don't think I did anything to get the alpha regions to screw up like that.

I might just have to re-do it.

Subject: Proper format for saving a custom HUD.
Posted by [Vitaminous](#) on Thu, 03 Jul 2003 06:23:53 GMT
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AircraftkillerDXT3 works in W3D. The Medical Level map I created uses DXT3 textures due to an accident, and I was able to see them fine. Some others saw black textures. It's all dependent on the system that uses them.

Yeah, all I can see is white water.
