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Subject: Making a Tree?

Posted by [Aircraftkiller](#) on Thu, 25 Nov 2004 03:15:01 GMT

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PS7 does not show Targa files with transparency in the actual alpha channel. It will make a new layer with the alpha white\gray areas erased from the texture map. Saving to Targa does not save alpha channels, either.

It seems only Photoshop 6 does this properly.

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