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Subject: Re: Transparency

Posted by [Sanada78](#) on Tue, 28 Jun 2005 17:05:41 GMT

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Like the HoN windows?

You have to create a 1-Bit or 8-Bit alpha mask over the bits you want to be transparent. You then save it as a 32-Bit TGA then convert it to the correct DDS format. I can't remember how you create it in PS but try the way Blazea mentioned.

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