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Subject: Re: Transparency

Posted by [Oblivion165](#) on Tue, 28 Jun 2005 23:25:34 GMT

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Ok just for record for anyone else:

Blazea58 wrote on Tue, 28 June 2005 12:24 Far as i know the only thing you need to do is save the Tga or Dds at 32 pixels per inch instead of 24.

Usually in photoshop select the area you want transparent and use the magic wand to help get the entire area, then hit select at the top then, save selection, and name it alpha 1. then save it and its ready for a test.

But you select the area you DO want shown, and save it as alpha 1.

Then in RenX put alpha blend as the shader.

May be other ways but this truly works.

EDIT: oh and thanks guys

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