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Subject: Quick Alpha question

Posted by [Dreganius](#) on Mon, 16 Mar 2009 08:34:01 GMT

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Alright, so I'm editing a Renegade texture, so it's deep grooves glow like they do on the SBH. However, when I apply the Alpha layer, and the texture, in the exact same manner as the SBH's, and then save the .dds as a DXT5 (Interpolated Alpha) the texture comes up as black in-game. I understand that the original texture has no Alpha layer, and is therefore a DXT1 (No Alpha) format.

I wish to know if there is a way to change this setting so I can complete and release the skin publicly.

Thanks.

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