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Subject: BMP-TGA conversion Question

Posted by [EKT-Repair](#) on Fri, 26 Jun 2009 15:38:44 GMT

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Hi all,

I got a Question:

Does anyone know if there is a tool somewhere on the net that allows you to automatically make out of a .bmp file and the corresponding alpha channels a single .tga file with the alpha channel inside?

Reason: graphics are extracted from one game and hence i dont have the original models and want to use them in another game wich uses .tga format.

Thanks in advance