
Subject: I'm looking for a DDS

Posted by [ThunderChicken](#) on Tue, 08 Jun 2004 04:22:54 GMT

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First of all, I know this is General discussion, but Mod forum seems biased toward modding, as I didn't see any skinning topics on it.. Anywho..

I'm looking for a DDS, the one that tints the Sniper Scope green..

Hud_Sniper.dds : Depending on the shade of the gray portion in the skin, it will be more/less see-thru. Pure Black is pure, so no colour shows through and is natural tint. All white makes the scope totally green. A mix between (default) is like 50% opacity.

Hopefully someone can help figure this out, as then I can make scope skins aside from the clear scope with the portion of black i made for someone else.

There's a dds called w_scopelight1.dds but I haven't gotten anywhere with it yet. I think I may of skipped something when I was messing with it, so I'm gonna try that some more before I go to sleep..

Btw: Hud_Sniper.dds is a DXT5, and w_scopelight1.dds is a DXT1.

Subject: I'm looking for a DDS

Posted by [Aircraftkiller](#) on Tue, 08 Jun 2004 04:26:03 GMT

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It's not a skin. It's a texture.

Subject: I'm looking for a DDS

Posted by [cheesesoda](#) on Tue, 08 Jun 2004 04:32:21 GMT

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AircraftkillerIt's not a skin. It's a texture.

It's not a 20 year old gamer. It's a grammar nazi.

Sorry, I HAD to do it. I'm bored and I saw it as a golden opportunity.

Subject: I'm looking for a DDS

Posted by [ThunderChicken](#) on Tue, 08 Jun 2004 04:53:04 GMT

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AircraftkillerIt's not a skin. It's a texture.

Four minutes, not bad.

And cut me some slack, you know what I mean. Now, do you know what 'texture' changes the hue on the scope?

Subject: Re: I'm looking for a DDS

Posted by [Phoenix - Aeon](#) on Tue, 08 Jun 2004 11:13:48 GMT

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Sorry but this just made me laugh:
ThunderChicken but Mod forum seems biased toward modding,

Subject: I'm looking for a DDS

Posted by [ThunderChicken](#) on Tue, 08 Jun 2004 13:16:57 GMT

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I can't tell if that's a joke, or if I chose crappy words for my topic.
When I looked in the Mod forum all I saw were w3ds, maps and scripting, so I posted this here.

Subject: I'm looking for a DDS

Posted by [Aircraftkiller](#) on Tue, 08 Jun 2004 13:24:20 GMT

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Whatever the base color is will be what the transparency shows through. If it's blue, and you put in a varying grayscale alpha channel, it will show blue.

Subject: I'm looking for a DDS

Posted by [{DG}Stryder](#) on Tue, 08 Jun 2004 15:46:20 GMT

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No, ACK. In the hud_sniper.dds you can put the base color to anything you want, but it will always be green in Renegade unless you choose to set the alpha channels RGB to 0 (which would make it clear). I don't know if you've ever attempted at changing the color, but if you succeed I wouldn't mind taking a look at it...

It may be part of the gaming engine, or it may be another texture it uses. If it's part of the gaming engine it can't be done. If it's another texture, good luck on finding it, I haven't heard of any modder ever find any texture of that sort.

Subject: I'm looking for a DDS

Posted by [Deactivated](#) on Tue, 08 Jun 2004 15:56:12 GMT

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Psst.. it's game engine, not gaming engine..

Subject: I'm looking for a DDS

Posted by [ThunderChicken](#) on Tue, 08 Jun 2004 18:00:42 GMT

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{DG}StryderNo, ACK. In the hud_sniper.dds you can put the base color to anything you want, but it will always be green in Renegade unless you choose to set the alpha channels RGB to 0 (which would make it clear). I don't know if you've ever attempted at changing the color, but if you succeed I wouldn't mind taking a look at it...

It may be part of the gaming engine, or it may be another texture it uses. If it's part of the gaming engine it can't be done. If it's another texture, good luck on finding it, I haven't heard of any modder ever find any texture of that sort.

I've quickly scanned through the .dat' a few times, looking for green textures and seeing if it affects them, but still, nothing..

Subject: I'm looking for a DDS

Posted by [Deactivated](#) on Tue, 08 Jun 2004 18:06:30 GMT

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Most of the HUD-related stuff is hardcoded.

Subject: I'm looking for a DDS

Posted by [{DG}Stryder](#) on Tue, 08 Jun 2004 20:27:10 GMT

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SeaManPsst.. it's game engine, not gaming engine.

Yeah well, that was when I just woke up.

Subject: I'm looking for a DDS

Posted by [ThunderChicken](#) on Tue, 08 Jun 2004 20:53:15 GMT

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SeaManMost of the HUD-related stuff is hardcoded.

In other words, I have to dig really deep... word
