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Subject: Rectile question...

Posted by [rm5248](#) on Mon, 02 Aug 2004 18:55:19 GMT

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Yes, I have read the sticky topic on mods and maps, and I still have a question about the rectiles. I'm trying to make a rectile, but it just shows up as a box ingame, with the rectile in the center. I can't find the Alpha button that should fix the problem. (I have PSP and Photoshop, so whichever works.)

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Subject: Rectile question...

Posted by [SuperFlyingEngi](#) on Mon, 02 Aug 2004 20:01:39 GMT

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Remember, it's Reticle, not Rectile.

I'm betting it's a problem with the file export, but I don't remember what the correct settings are...

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Subject: Rectile question...

Posted by [rm5248](#) on Mon, 02 Aug 2004 20:07:26 GMT

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Umm... I used the settings that Blazer posted a screenshot of... I'm assuming that since it's a square thing with the rectile in the center it's an Alpha problem because I couldn't find where the hell the button was.

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Subject: Rectile question...

Posted by [rm5248](#) on Tue, 03 Aug 2004 13:46:03 GMT

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Help?

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Subject: Rectile question...

Posted by [DaSoul](#) on Wed, 04 Aug 2004 07:31:24 GMT

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I also have the same problem and just got told to read the tutorial again..... which I did many times but it always occurred so if any1 does have the answer please help us.

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Subject: Rectile question...

Posted by [bighairybear](#) on Mon, 09 Aug 2004 19:06:59 GMT

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be sure to choose No Alpha DX1

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Subject: Rectile question...

Posted by [Sir Kane](#) on Mon, 09 Aug 2004 19:10:13 GMT

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You need to use DXT5 (explicit alpha?).

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Subject: Rectile question...

Posted by [Spice](#) on Mon, 09 Aug 2004 19:13:58 GMT

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If its just a white box with your reticle in the middle you didnt alpha channel. Do an alpha channel on the everything except the reticle itself.

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Subject: Rectile question...

Posted by [npsmith82](#) on Mon, 09 Aug 2004 23:32:59 GMT

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EXdeath7If its just a white box with your reticle in the middle you didnt alpha channel. Do an alpha channel on the everything except the reticle itself. This is where the problem lies, your reticle has no alpha channel telling the game engine which parts are translucent, and which are not. I'm only familiar in doing this with Paint Shop Pro 7, so for Photoshop you'll need to search around the menu's.

~ Open your reticle DDS in paintshop pro, rubber band everything that is NOT the reticle (to be translucent).

~ Once you've done that, open the "Selections" menu and click "Save To Alpha Channel". Overwrite "Alpha Channel 1" if it already exists, if not just create a new one.

~ Close the dialogue, then save your image as DXT5.

~ Place it in your Renegade\Data folder, then play renegade.

That will fix your problem.

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