

---

Subject: Transparency

Posted by [Oblivion165](#) on Tue, 28 Jun 2005 14:12:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What were the settings to make the black of a TGA be transparent? Not screen though, i want the texture to be solid.

---

---

Subject: Re: Transparency

Posted by [Blazea58](#) on Tue, 28 Jun 2005 16:24:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: Transparency

Posted by [Sanada78](#) on Tue, 28 Jun 2005 17:05:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Like the HoN windows?

You have to create a 1-Bit or 8-Bit alpha mask over the bits you want to be transparent. You then save it as a 32-Bit TGA then convert it to the correct DDS format. I can't remember how you create it in PS but try the way Blazea mentioned.

---

---

Subject: Re: Transparency

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

[View Forum Message](#) <> [Reply to Message](#)

---

Ok just for record for anyone else:

Blazea58 wrote on Tue, 28 June 2005 12:24Far 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

---