Subject: HUD
Posted by JeepRubi on Wed, 26 Jul 2006 15:38:21 GMT
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Im going to make myself a custom HUD but i dont know what all the .dds settings should be when i export. If someone could show me a SS of what settings are set at what for the export that would be great.

Subject: Re: HUD
Posted by idebo on Wed, 26 Jul 2006 15:46:19 GMT
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You should see what it is when you export it with XCC Mixer.

If I remember correctly, I thought it was DXT5 with Alpha Blending.

Subject: Re: HUD
Posted by JeepRubi on Wed, 26 Jul 2006 17:02:46 GMT
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Okay, im getting there but now it looks like this:

```
File Attachments
```
1) jeep hud.jpg, downloaded 441 times

Subject: Re: HUD
Posted by PaRaDoX on Wed, 26 Jul 2006 18:01:37 GMT
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You need to make alpha channels... not sure how this is done but that is what you need to do to make those spots transparent

Subject: Re: HUD
Posted by Aprime on Wed, 26 Jul 2006 22:27:17 GMT
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It's on one of those tutorial websites.

Subject: Re: HUD
Posted by PaRaDoX on Wed, 26 Jul 2006 22:31:36 GMT
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there are alot of them sites to help with that. my fav is www.pixel2life.com

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Subject: Re: HUD
Posted by JeepRubi on Thu, 27 Jul 2006 00:43:55 GMT
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Anyone that knows how to do it, or figured it out, please just show a picture of the settings or write a short tutorial. Please

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Subject: Re: HUD
Posted by Zion on Thu, 27 Jul 2006 00:47:11 GMT
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Just takes a little research.

Alpha Channeling
Alpha Blending

Subject: Re: HUD
Posted by JeepRubi on Thu, 27 Jul 2006 00:51:55 GMT
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thats still not it.

Subject: Re: HUD
Posted by Zion on Thu, 27 Jul 2006 00:53:33 GMT
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Thats what needs to be done, you need to make the part you dont want to be seen transparent, then fix up the rest.

Subject: Re: HUD
Posted by Tunaman on Thu, 27 Jul 2006 00:56:31 GMT
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Just try different settings.. I would help you out more but I can't seem to get photoshop installed on this computer..

Subject: Re: HUD
Posted by JeepRubi on Thu, 27 Jul 2006 01:00:49 GMT
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Merovingian wrote on Wed, 26 July 2006 19:53Thats what needs to be done, you need to make the part you dont want to be seen transparent, then fix up the rest.

Theres another way to do it, it takes everything of the specific color and makes it transparent, if something is tinted that color it makes it semi opaque.

Subject: Re: HUD
Posted by Kamuix on Thu, 27 Jul 2006 01:41:49 GMT
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Use its transparent skin, its all there in Renx uder the textures when you load it up in DDs view or Renx

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Subject: Re: HUD
Posted by Zion on Thu, 27 Jul 2006 13:46:28 GMT
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Jeep Rubi wrote on Wed, 26 July 2006 20:00Merovingian wrote on Wed, 26 July 2006 19:53Thats what needs to be done, you need to make the part you dont want to be seen transparent, then fix up the rest.

Theres another way to do it, it takes everything of the specific color and makes it transparent, if something is tinted that color it makes it semi opaque.

Thats called Alpha Channeling, but you need to specify the colour first.

Subject: Re: HUD
Posted by FynexFox on Thu, 27 Jul 2006 16:10:48 GMT
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Hey guys, youve got it all wrong, what rubi needs is how to do alpha channels in photoshop(I hope, thats what I edit my hud in). Rubi, heres what you do, you select the area you want transparent, then you go over to the alpha channels tab, and in th main one(black and white)in your selection area fill it with white(white is 100% trasnparent, black is 0% transparent, and everything inbetween on the gray scale are the in between percentages of trasnparency)

If alpha channels in photoshop isnt what you needed then Im sorrt.

Subject: Re: HUD
Posted by JeepRubi on Thu, 27 Jul 2006 17:25:54 GMT
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Thats how i do it manually, but how di i get it to do it automaticly.

Subject: Re: HUD
Posted by FynexFox on Thu, 27 Jul 2006 17:55:36 GMT
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Oh, im not sure, sorry I couldnt be of any help.