Subject: HUDs
Posted by samous on Mon, 01 Dec 2008 01:58:21 GMT
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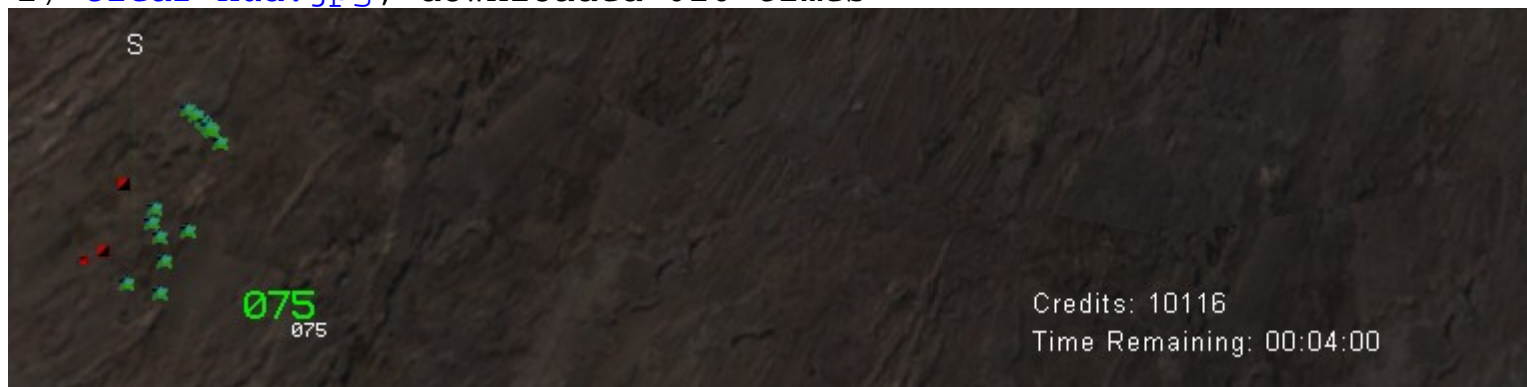I "edited" a hud i already had, but for some reason, during the extraction process, this happened:

... what happened? anyone know? BTW: i kinda like this "clear hud" thing, so if any of you want it, i will give it to you.

EDIT: if you make the entire image transparent, it will not do this, it will not show anything on radar if you make everything transparent. So, no, this isn't as easy as making a transparent dds file. I had to say that b/c i know some one some where would of though or said it.

File Attachments
1) clear hud.jpg, downloaded 620 times

Subject: Re: HUDs
Posted by Canadacdn on Mon, 01 Dec 2008 05:42:52 GMT
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Did you save it as the correct DXT type? The HUD uses DXT5 with alpha channels.

Subject: Re: HUDs
Posted by samous on Tue, 02 Dec 2008 02:19:38 GMT
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hmmm... i did. I found out i ws editing one of scrins hud, so i put i the original file, and it did the same thing! i'm currently tring to fix this with scrin.