
Subject: Quick Alpha question

Posted by [Dreganius](#) on Mon, 16 Mar 2009 08:34:01 GMT

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Alright, so I'm editing a Renegade texture, so it's deep grooves glow like they do on the SBH. However, when I apply the Alpha layer, and the texture, in the exact same manner as the SBH's, and then save the .dds as a DXT5 (Interpolated Alpha) the texture comes up as black in-game. I understand that the original texture has no Alpha layer, and is therefore a DXT1 (No Alpha) format.

I wish to know if there is a way to change this setting so I can complete and release the skin publicly.

Thanks.

Subject: Re: Quick Alpha question

Posted by [renalpha](#) on Mon, 16 Mar 2009 11:27:01 GMT

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Dreganius, take a look at your data folder for the original skin.

There you can find, how the dx was exported.

Use the same type, and apply that to your current texture.

Subject: Re: Quick Alpha question

Posted by [Di3HardNL](#) on Mon, 16 Mar 2009 11:47:02 GMT

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He knows that the original stealth effect has no alpha layer, but he wants to add a alpha layer for a different stealth effect.

I think this is managed in LE, I am not sure. but then it would be saved in presets :/ = objects.ddb

Subject: Re: Quick Alpha question

Posted by [Dreganius](#) on Mon, 16 Mar 2009 11:58:22 GMT

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Di3HardNL wrote on Mon, 16 March 2009 22:47He knows that the original stealth effect has no alpha layer, but he wants to add a alpha layer for a different stealth effect.

I think this is managed in LE, I am not sure. but then it would be saved in presets :/ = objects.ddb

Yes, I know the DXT format of the original quite well; I thought I made that clear in my post...

Edit: It's not for a stealth effect, just a glow. If you look at the alpha layer for the SBH it's only in the 'gaps' in the armor, IE where the red glows, even when in darker lighting.

So you think that it would require an objects.ddb edit? Hmm, it's possible, however if it could be done another way, I would very much appreciate someone to post? As a Black Hand Sniper would look very awesome with glowing red bits

Subject: Re: Quick Alpha question
Posted by [Reaver11](#) on Mon, 16 Mar 2009 12:52:39 GMT
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I doubt this has to do with leveleditor. Leveleditor is mostly used for objects and objects.

'so I'm editing a Renegade texture' What texture are you editing?
As far as I know you should keep the texture sizes the same as the original (so if the original was 256x256 the the same for you new one). the same as the original texture + dxt to.

The only fix I would know is to import the model and change the texture or by using a hex editor to switch the texture name but you will have to keep the texture name the samelength.

Subject: Re: Quick Alpha question
Posted by [LR01](#) on Mon, 16 Mar 2009 20:08:12 GMT
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So, you change from DX1 to DX5?

DX1 textures have glow where the texture is black(if the shader add is used), but I think you know that

(renegade doesn't like it's textures settings changed)

Subject: Re: Quick Alpha question
Posted by [Dreganius](#) on Tue, 17 Mar 2009 08:54:03 GMT
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I do, however I want a release that doesn't require people to use Shaders, so everyone can has
