
Subject: Need help with HUD

Posted by [JohnDoe](#) on Fri, 11 Aug 2006 15:24:17 GMT

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I've made my own HUD, but it looks kinda screwy, because the alpha channel is still the black and white picture of the HUD I used as basis...how can I change the alpha channel to represent the RGB image?

Subject: Re: Need help with HUD

Posted by [Veyrdite](#) on Sat, 12 Aug 2006 03:23:02 GMT

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you simply have to get the DDS settings right, if you are not using photoshop the attachment may not be 100% compatible

try edditing an example, like the blue hud on renegade zone

it could also be the settings (if you use photoshop) when you make a blank image or save it with extended settings outside the DDS window.

Subject: Re: Need help with HUD

Posted by [Halo38](#) on Sat, 12 Aug 2006 08:35:10 GMT

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If your using photoshop, select the 'Channels' tab and you will see the alpha channel layer you will need to edit.

Here's one I prepared earlier

Subject: Re: Need help with HUD

Posted by [JohnDoe](#) on Sat, 12 Aug 2006 10:41:17 GMT

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Yeah I know that, but how do I edit that alpha channel? Right now I just deleted it, so how can I make a new one with the same picture as the layer, just in the alpha channel weird black/white way?

Subject: Re: Need help with HUD

Posted by [Halo38](#) on Sat, 12 Aug 2006 11:05:21 GMT

Subject: Re: Need help with HUD
Posted by [JohnDoe](#) on Sat, 12 Aug 2006 20:05:32 GMT
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HELP or DIE!!!

Removed No image leeching please. -YSL

Subject: Re: Need help with HUD
Posted by [Viking](#) on Sat, 12 Aug 2006 21:39:10 GMT
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We dont take kindly to threats...

Subject: Re: Need help with HUD
Posted by [Halo38](#) on Sun, 13 Aug 2006 02:46:32 GMT
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use black white and grey paint or brightness adjustment... if you have things in seperate layers then it's easier

If your still confused search the net for tutorials on alpha channels, using layers & the paint brush tool...
