Creating new armies - problem with .pcx

Posted by Magog - 09 Mar 2012 19:34

Hello

So I recently started playing W3 again and found the excellent modding tools you have here (big thanks to their creators). I played a bit with modifying units, but when I wanted to create new ones I found a problem with .pcx files, namely that I can't add transparency. So this is a question for people who created custom armies for W3: how do you add transparency? Using GIMP I tried copying this pink colour standard units have around them, but it shows up as dark red in-game. Is it possible to add a transparent layer somehow? Work on other format and save as .pcx? Some editor? So far everything I tried either shows as solid background or the game says it can't load image.pcx.

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Re: Creating new armies - problem with .pcx

Posted by KGB - 10 Mar 2012 13:30

Magog,

This article from Civ3 might be of some help. I say might be because I don't know GIMP but the question seems related (trying to add transparency to PCX units in CV3 using GIMP).

forums.civfanatics.com/archive/index.php/t-357570.html

KGB

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Re: Creating new armies - problem with .pcx

Posted by Magog - 10 Mar 2012 19:17

Hmmm that doesn't seem to work, which is strange because I'm now 100% sure I'm using the exact same colourmap original images do. Even if I work on the base of original images it's like the game knows where in the image is the "original" transparent colour and where copied/painted by me. Maybe I'll try a different image editor.

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Re: Creating new armies - problem with .pcx

Posted by Onslaught - 11 Mar 2012 04:58

It is probably related to the color palette. I myself use photoshop and to create new units I simply open an existing one, use the magic wand tool and reverse selection to mark the unit in each cell, then I change the color of the image using the slider accessible via the menu image -> modify - change color. It is much faster and easier than making things from scratch.

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Re: Creating new armies - problem with .pcx
Posted by Magog - 11 Mar 2012 21:53

All right I got it. I converted to indexed image using different palettes/options until it worked. The colours are still not exactly how I would like them to be, but I have transparent background, so it's just a matter of editing the palette/colormap I think.

Thanks for help, if I actually finish something I'll post it.

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Re: Creating new armies - problem with .pcx
Posted by ahatch - 11 Mar 2012 23:59

Don't know if this would interest you but a great little program here I use for stuff like this

www.cosmigo.com/promotion/index.php

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Re: Creating new armies - problem with .pcx
Posted by Molotov - 12 Mar 2012 11:34

I have encountered the same problem with Gimp.

Currently I use a hex editor to fix palette after saving an image. Going to create a program to automate this.

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