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.
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
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.
Re: Creating new armies - problem with .pcx Posted by Onslaught - 11 Mar 2012 04:58

