Subject: No Alpha interpolation?
Posted by mrjt on Wed, 11 Jul 2007 15:24:23 GMT

In my current version of the icon designer (built from UVS) I am unable to create alpha gradient maps by interpolating between corners. I'm pretty sure this worked in the last version as I have created several alpha overlays. Now it just ignores the alpha and I end up with solid colors.

Is my memory faulty or is this a new bug?

Cheers,
James

Subject: Re: No Alpha interpolation?
Posted by mirek on Wed, 11 Jul 2007 21:32:28 GMT

I do not remember touching the code... and I think it always was converting alpha = 0 to alpha = 255 (in other words, interpolated alpha = 0 areas).

Anyway, perhaps you are right and we (you? should/could try to fix this: IconDes/ImageOp.cpp 71

Mirek