

How to put images in books???

ShadowShade

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A'ight, I need to know how to put images in books. I've looked at the books that have images in them, and I can't figure this out. I've used the code that they have to insert an image. I even converteed them to .tga format but they only show up as white screens. Thanks in advance

-ShadowShade

MrFunklemeyer

Re: How to put images in books??? [re: ShadowShade]

your going to want to make sure your images are in bookart.. and that they are the right format - same color depth, and everything.

provided that - and provided the code is // right // it should work...

-MrF

SC_Wolf

Re: How to put images in books??? [re: MrFunklemeyer]

I heard that not only does it have to be a certain bitdepth of TGA, you have to do something specific with the alpha channel. Don't remember the specifics, I'm afraid.

Olak **Re: How to put images in books???** [re: ShadowShade]

I know what you're talking about, I ran into the same problem. Here is a lil' trick I used and it works. I simply made a copy of one of the in-game pictures and I changed it's name to my own liking. So now I have a copy of one of the book pictures thats already in the game.

I then copy the image of my custom tga and I paste it over the image of my in-game copy. It should now show up and NOT as a white screen.