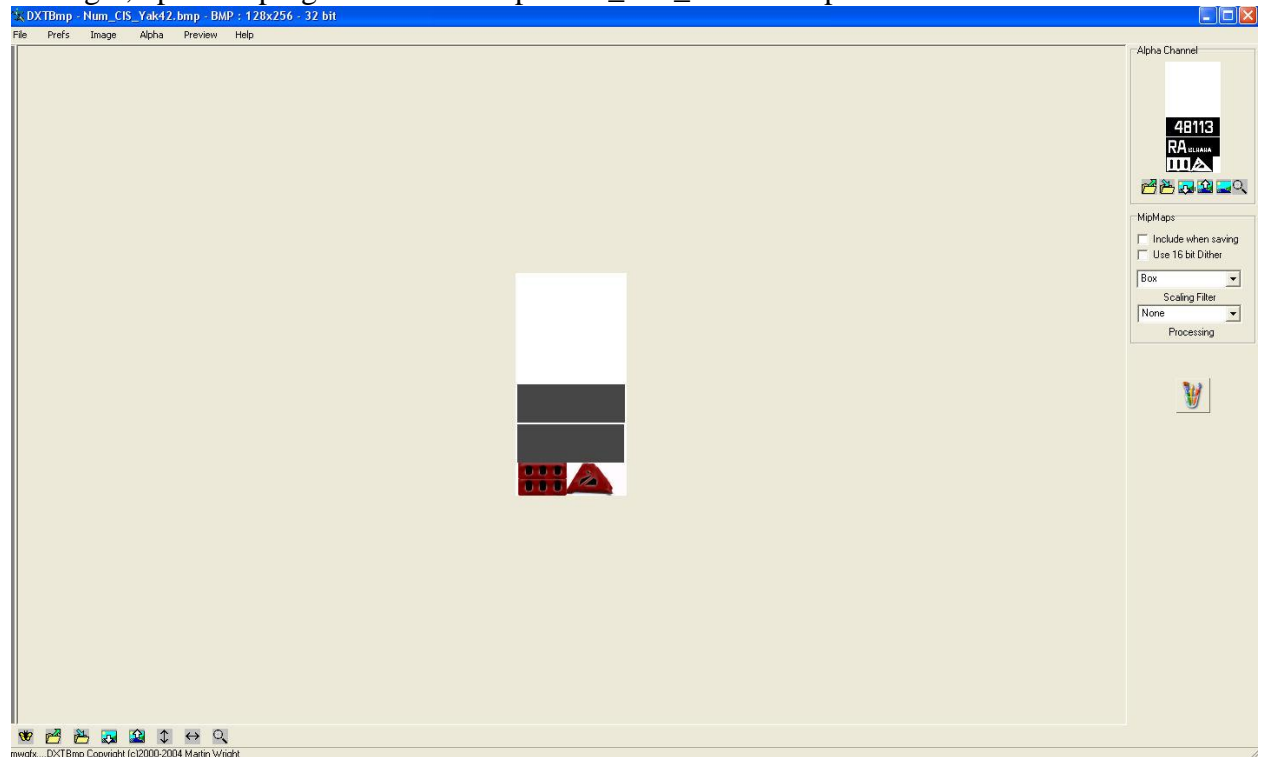


Writing numbers on the model Yak-42 CIS

We should only see a picture on the model!!! (file Num_CIS_Yak42.bmp in Dx3 format)



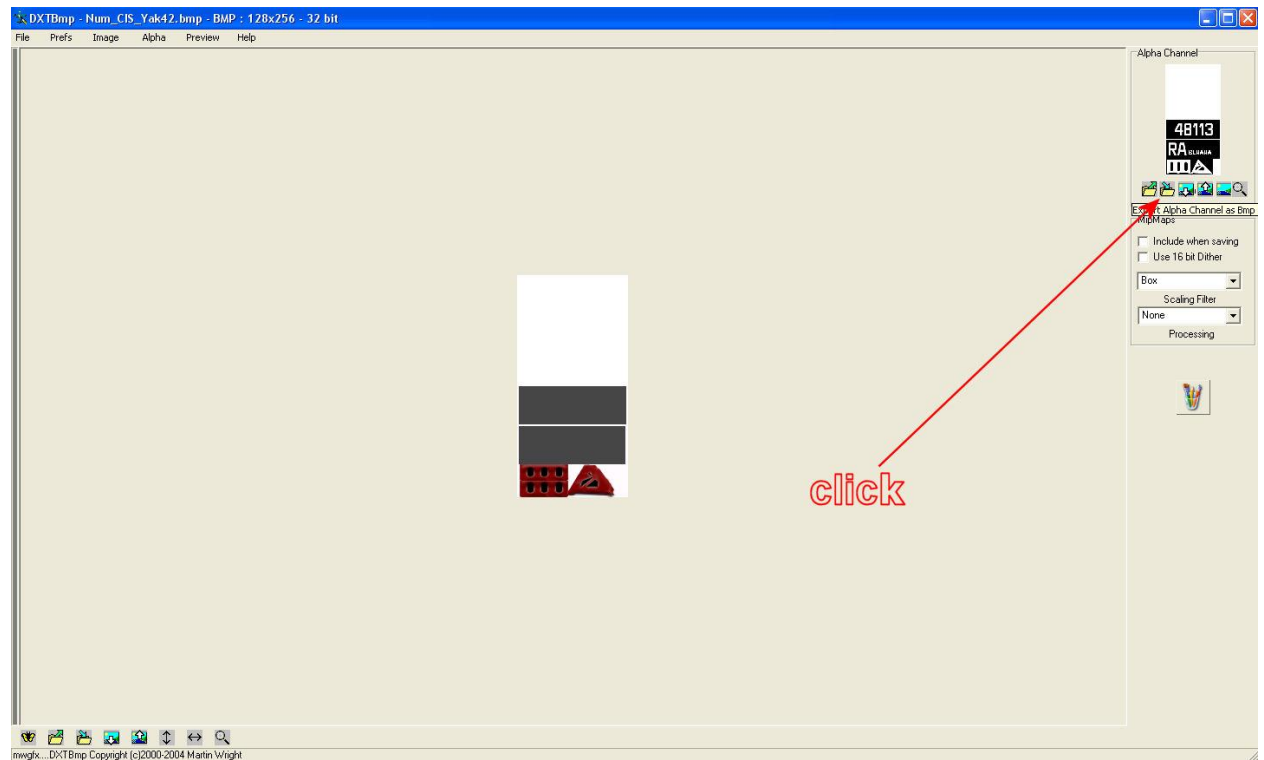
To begin, open the program file Dxtbmp 'Num_CIS_Yak42.bmp'



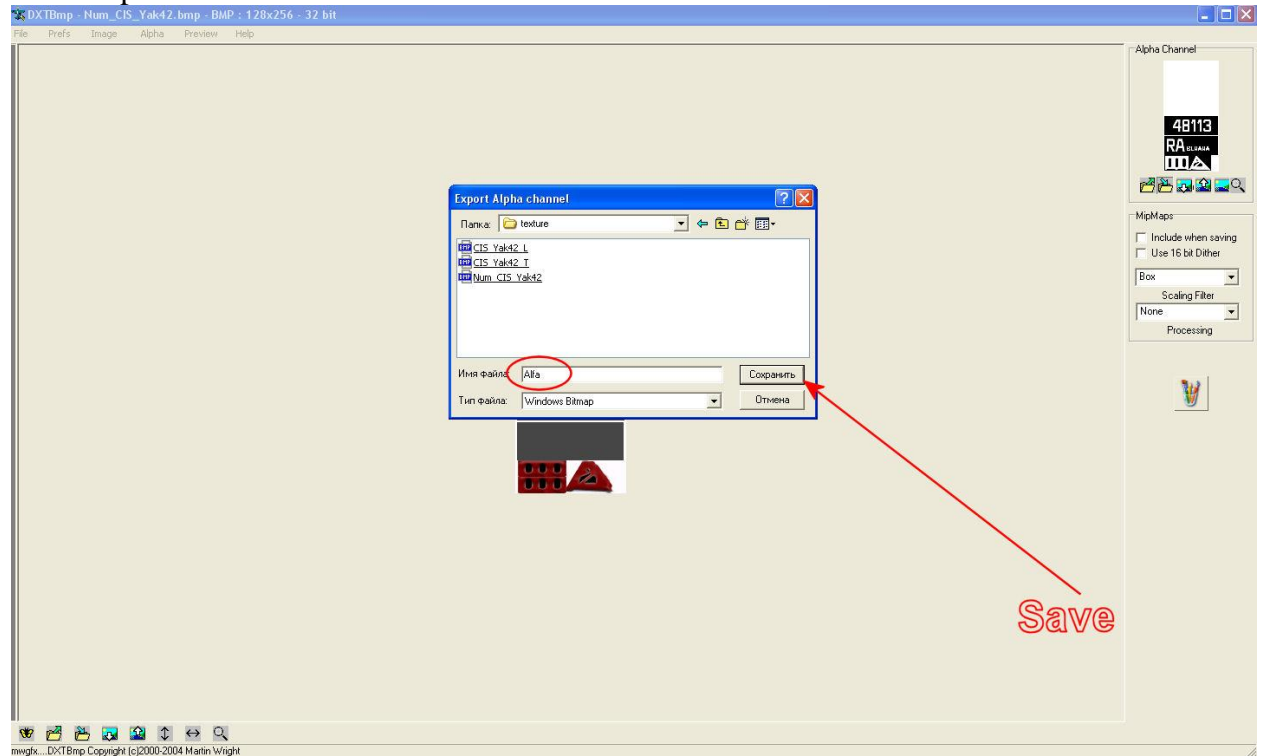
We see in the center of our texture, which in any way without editing!!

Above right we see the 'alpha' channel. Here we have it for the application and obtain the numbers!

How to do it:



Then Export the file with this as we call it convenient!

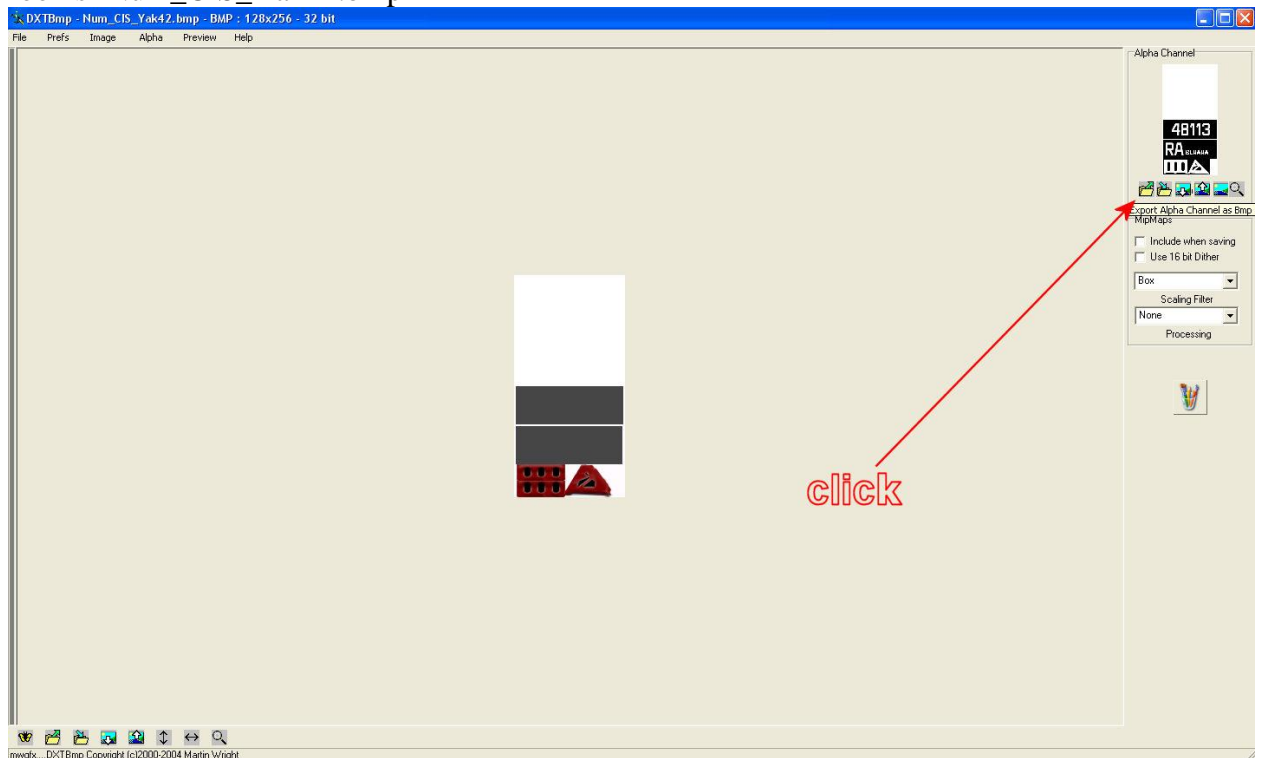


Then open a graphics editor saved 'alpha'.

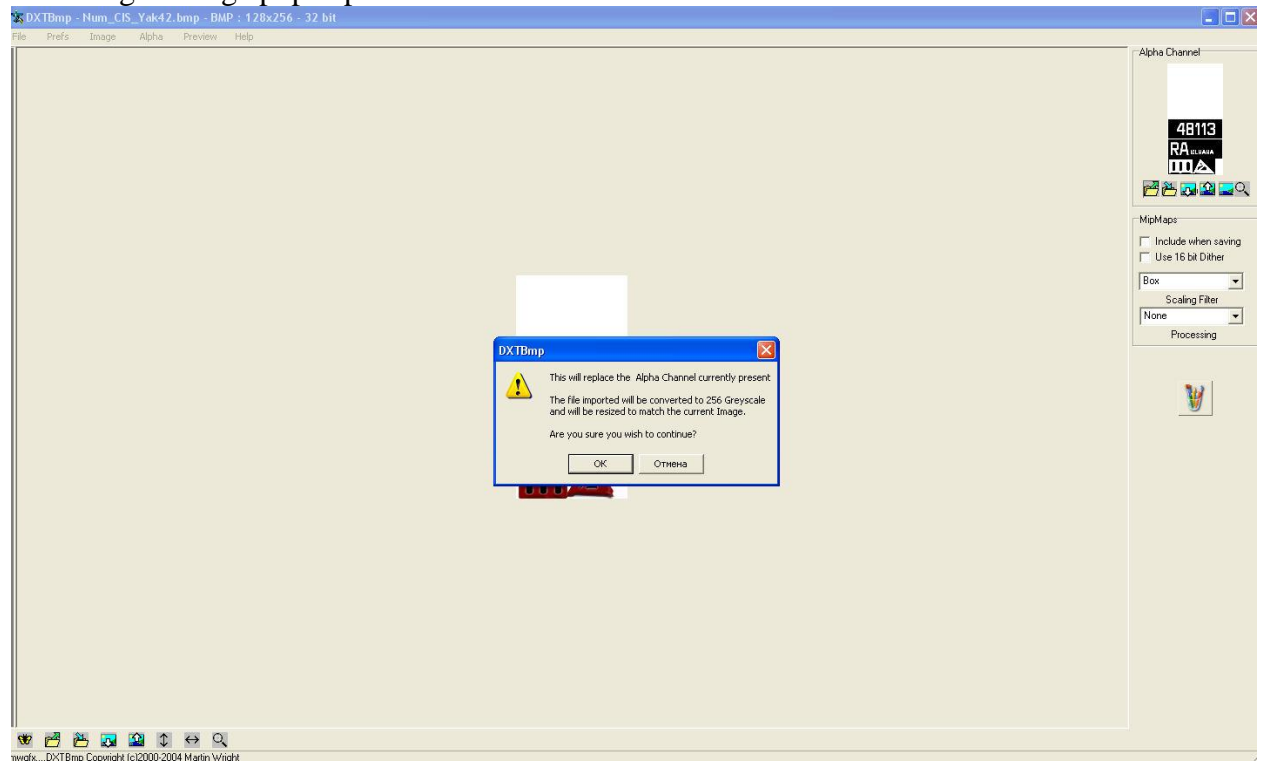


Then edit only the white numbers and letters!
Black background underneath MUST STAY!

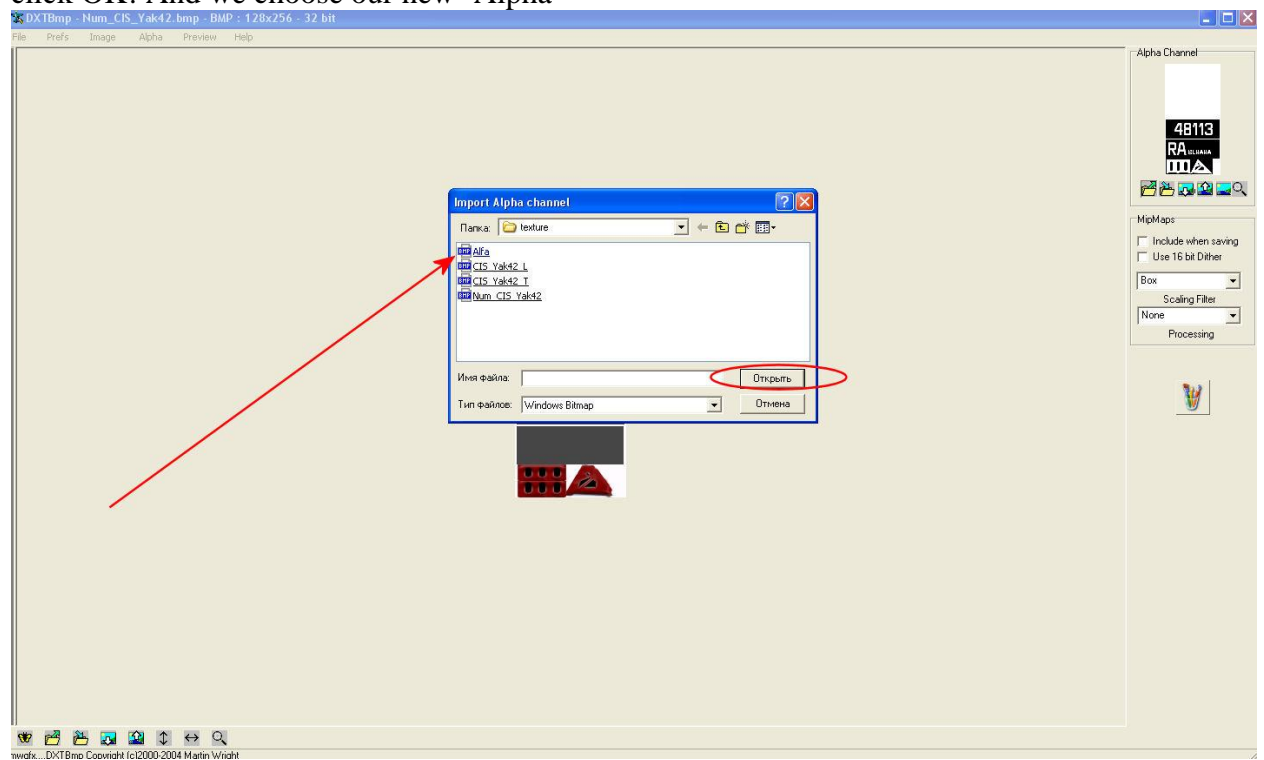
After drawing your number and letters, store, and then using DxtBmp insert in the texture of our rooms 'Num_CIS_Yak42.bmp'



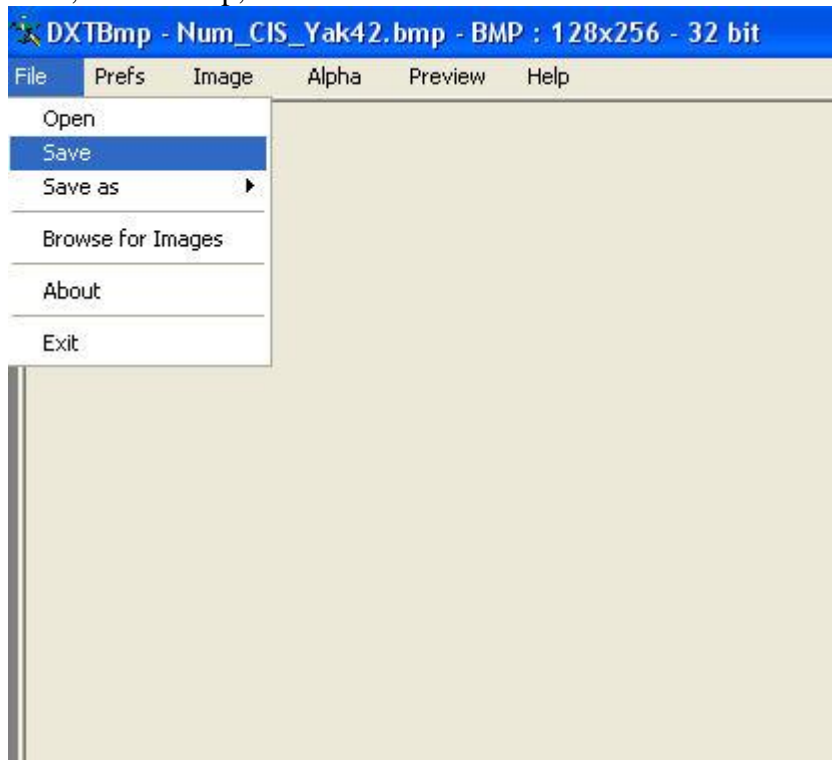
menacing message pops up:



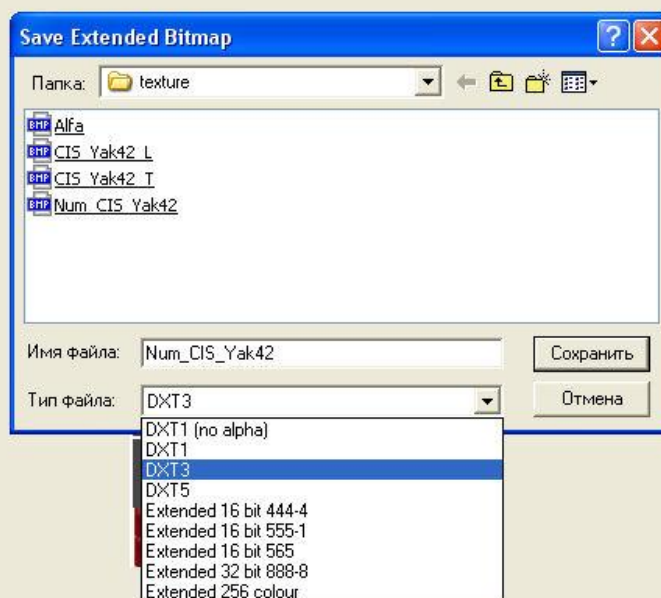
click OK! And we choose our new 'Alpha'



Well, the last step, save the whole texture:



Save only Dx3 format:



That's it!! Quite simply, if properly done. The image will be like the first picture! Good luck to all! Incidentally, the same thing for An24-30 CIS.

Sergey (sib2217) Bunevich.