

Doomsday Engine - Feature #1178

Hi-res textures as 256-color PCX or GIF

2003-06-06 04:31 - skyjake

Status:	Closed	Start date:	2003-06-06
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:			
<b>Description</b>  many textures could be reduced to 256 colors without even slightest quality loss - so, why not?.. It would significantly reduce download sizes for DooM retexturing project and likes...  Cheb, <a href="mailto:cheb@internets.ru">cheb@internets.ru</a>  <b>Labels:</b> Graphics			

History

#1 - 2003-06-11 22:20 - skyjake

Logged In: YES  
user\_id=717323

As can be seen in the Readme section 4.2, 8-bit PNG and PCX are already supported.