

## Doomsday Engine - Feature #1344

### Removing compression on Lightmap textures

2004-04-27 15:37 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2004-04-27
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Currently texture compression is being used on Lightmaps. This results in quite noticeable banding especially in the low end of the colour range.  It would look much better if texture compression was dissabled for all Lightmaps.	
<b>Labels:</b> Graphics	