

## Doomsday Engine - Feature #1487

### [InFine] ximage: support for 8-bit paletted PNG images

2009-04-01 20:56 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-04-01
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> vermil	
<b>Category:</b> Enhancement	
<b>Target version:</b>	
<b>Description</b> I want to use the "ximage" infine command in my mod to load a very large number of external images to take advantage of the lack of palette restrictions. However the command only seems to support RGB indexed images, which tremendously bloats the size. i.e. I have a 320x200 indexed png file that is 10kb. But converted to RGB, it takes up 190kb.  I could load the pngs as external patches, which supports images in indexed format. But that would mean having a wad with a ton of "dummy images" inside (i.e blank image lumps for the external patches to replace), which isn't very clean.  Using this method also requires the use of the "-pwadtex" command line option, which would be an extra step for anyone else who wishes to play my mod when it is finished.  <b>Labels:</b> Customizability	
<b>Related issues:</b>	
Related to Feature #1502: Load any supported image format from WAD lump	<b>New</b> <b>2009-11-17</b>

#### History

##### #1 - 2013-10-22 09:56 - skyjake

- Tags set to Resources, InFine
- Subject changed from less restrictive image support for the ximage command to Support for 8-bit paletted PNG images
- Status changed from New to In Progress

I'm not sure if this actually implemented already?

##### #2 - 2013-10-22 09:57 - skyjake

- Tags changed from Resources, InFine to Resources, InFine, Mod
- Subject changed from Support for 8-bit paletted PNG images to [InFine] ximage: support for 8-bit paletted PNG images

##### #3 - 2013-10-22 22:38 - danij

The texture manager should already support this, yes.

##### #4 - 2013-10-23 07:34 - skyjake

- Status changed from In Progress to Feedback
- Assignee set to vermil

Maybe vermil could then re-evaluate the status of this request?

##### #5 - 2013-10-23 11:35 - vermil

It does appear to be fixed yes.

On another note; the Ximage command is cool and all, but it can only be used with rectangles.

There is no command in infine to straight up load an external image; one has to create a rectangle and then attach the external image to it.

##### #6 - 2013-10-23 11:41 - skyjake

- Category set to Enhancement
- Status changed from Feedback to Closed

- % Done changed from 0 to 100