Doomsday Engine - Feature #1564

Runtime option for enabling/disabling texture compression

2012-06-24 18:28 - vermil

Status:	Rejected	**Start date:**	2012-06-24
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:			

Description
Currently, it can only be set on the commandline.
Labels: Customizability

Related issues:		
Related to Feature #7: Next-gen renderer (codename "Gloom")	**Progressed**	**2003-07-10**

History

#1 - 2013-10-22 12:35 - skyjake

- Tags set to TextureCompression, Graphics, GL2

- Subject changed from An in game option for enabling/disabling texture compression to Runtime option for enabling/disabling texture compression

- Category set to Enhancement

#2 - 2019-11-29 19:15 - skyjake

- Status changed from New to Rejected

Nowadays GPUs have lots of memory available, so texture compression is less relevant.