

Doomsday Engine - Feature #1583

[InFine] Disable texture compression for ximages

2005-01-31 14:48 - danij

Status: Rejected	Start date: 2005-01-31
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Currently texture compression is used on ximages in InFine. Considering these are always external (and most probably hires) texture compression should be disabled by default, or perhaps only if there is alpha data? Labels: InFine	

History

#1 - 2013-07-18 17:37 - skyjake

Logged In: YES
user_id=717323

Possibly, yes. However, there should also be an option for the user to always force texture compression to be used (with all textures), in case he wants to conserve texture memory with the expense of quality (vidcard with limited amount of memory).

#2 - 2013-07-18 17:37 - skyjake

Ticket moved from /p/deng/bugs/203/

#3 - 2013-10-03 23:33 - skyjake

- **Milestone:** v1.8.6 --> Eventually

#4 - 2013-10-21 17:23 - skyjake

- *Tags set to InFine, TextureCompression*
- *Priority changed from Normal to Low*

#5 - 2019-11-29 15:48 - skyjake

- *Status changed from New to Rejected*