Doomsday Engine - Feature #1932

Texture compression should be disabled by default

2014-12-26 10:33 - skyjake

Status:	Closed		**Start date:**	2014-12-26
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:	User experience			
Target version:	1.15			

Description

Runtime texture compression only makes sense if all the textures are uploaded only once so that the expensive compression step never occurs during gameplay. Doomsday's renderer at present cannot guarantee this, so it's better to default to no compression. Nowadays graphics cards usually have plenty of memory for textures anyway (and fast buses to transfer the textures when needed).

Compression could also be made a default if it didn't reduce visual quality (too badly) and was done as a cached preprocessing operation.

Associated revisions

Revision d230e128 - 2014-12-26 10:53 - skyjake

GL|Client: Disable texture compression by default

IssueID #1932

History

#1 - 2014-12-26 10:55 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 0 to 100

#2 - 2014-12-26 10:57 - skyjake

- Description updated