

Doomsday Engine - Feature #2381

Support for 8-bit and run-length encoded TGA images

2019-12-25 17:12 - thesourcehim

Status:	Closed	Start date:	2019-12-25
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	2.3		
Description Currently doomsday can not load and use TGA textures that contain 8bit alpha channel only data. Examples: jDRP Particle00.tga and Particle23.tga			
Related issues: Related to Bug #2380: [Linux] Errors when loading resources from PK3s			
		Rejected	2019-12-24

Associated revisions

Revision 5f3810c0 - 2019-12-26 20:24 - skyjake

Resources: Use libgui's TGA loader

libdoomsday had the old TGA loader that works with FS1. That is now replaced with a call to `de::Image::fromData()` that uses Qt for now, and `stb_image` in the future. libgui's TGA loader can read RLE-formatted images unlike the old TGA loader.

libgui's TGA loader was modified to allow reading colormapped 8-bit images.

IssueID #2381

History

#1 - 2019-12-26 07:31 - skyjake

- Category set to Regression
- Status changed from New to In Progress
- Assignee changed from Deng Team to skyjake
- Target version set to 2.3.x

This would be useful to improve support for old resource packs.

#2 - 2019-12-26 08:06 - skyjake

- Subject changed from Support for alpha 8bit TGA textures to Support for 8-bit and run-length encoded TGA images

#3 - 2019-12-26 08:08 - skyjake

libgui has a newer TGA loader that supports RLE in addition to plain RGB/RGBA. However, it is not used for particle textures.

The old TGA loader should be revised to use libgui's better implementation instead.

#4 - 2019-12-26 09:24 - skyjake

- Related to Bug #2380: [Linux] Errors when loading resources from PK3s added

#5 - 2019-12-26 20:25 - skyjake

- Status changed from In Progress to Resolved
- Target version changed from 2.3.x to 2.3
- % Done changed from 0 to 100

#6 - 2019-12-27 15:28 - thesourcehim

Updated to 3281 through flatpak, but I get the same warnings, those TGA's still can not be loaded.

#7 - 2019-12-27 15:53 - skyjake

The unstable Flatpaks aren't yet updated in sync with the rest of the autobuilder. I'll rebuild it now and you can update it then.

#8 - 2019-12-27 17:03 - thesourcehim

Why doomsday shows build number 3281 if it is not updated?

#9 - 2019-12-27 17:05 - skyjake

Perhaps it's a build config bug? I'll check if the Flatpak build correctly sets the build number.

#10 - 2019-12-27 21:51 - skyjake

Yeah that was the problem. The Flatpak builds didn't set the build number in the build configuration, so at runtime it would always show the current day's build number.

#11 - 2020-12-08 08:27 - skyjake

- *Status changed from Resolved to Closed*