
Subject: Re: With all this crazy stuff we've added...
Posted by [Doitle](#) on Thu, 07 Jun 2007 17:56:43 GMT
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I'm not saying to switch it. I'm saying to add it. There are lots of games out there that accept all kinds of formats as textures. I was just wondering if it was possible to add .jpg support. I already have things to convert .jpgs to .tgas. Tgas are just annoying is all. Also how does a .jpg look worse than a .tga? a 640x640 texture contains the same color information either way. As long as you don't compress the hell out of the .jpg it will look the same.
