
Subject: With all this crazy stuff we've added...
Posted by [Doitle](#) on Thu, 07 Jun 2007 05:10:38 GMT
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Would it be possible to add support for .jpg textures? I really hate .tga files. I understand if the .jpg files don't have enough required information like alphas but. Still that'd be grand. ./ Make things a whole lot easier for me. Probably others as well.

Subject: Re: With all this crazy stuff we've added...
Posted by [Carrierll](#) on Thu, 07 Jun 2007 09:04:50 GMT
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I'm sure you could just find a batch converter for .jpg --> .tga

Subject: Re: With all this crazy stuff we've added...
Posted by [Oblivion165](#) on Thu, 07 Jun 2007 09:30:17 GMT
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Subject: Re: With all this crazy stuff we've added...
Posted by [AoBfrost](#) on Thu, 07 Jun 2007 17:03:11 GMT
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...whats wrong with .tga? jpeg looks like crap and would make textures look slightly worse....plus making models use jpeg for textures would mean rewriting alot of coding when in the end you just got a jpeg file to work...that would then mean all textures in ren would need to be converted to jpeg or else everything would be covered in the WOL logo....

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.

Subject: Re: With all this crazy stuff we've added...
Posted by [Slave](#) on Thu, 07 Jun 2007 18:18:19 GMT
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It's slightly offtopic, but jpg would be more processor draining than dds or tga. Dds and tga can be used by a 3d card without further processing. Jpg would need to be decompressed first, to a format your video card can eat.

Jpg just ain't designed for this purpose, dds compression is.

But in the end, jpg support wouldn't really harm anyone, except some poor coder who needs to work it out.

Subject: Re: With all this crazy stuff we've added...
Posted by [Doitle](#) on Thu, 07 Jun 2007 18:30:28 GMT
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Alright thats something to think about. Renegade already has pretty terrible texture implementation. At least in my tests. That engine is designed to display so many polygons but just dies on textures. I once loaded a map with 10 million plus polygon Abrams tank models that were untextured and it ran great. Nodbugger will vouch for it. He saw. That was on a 400mhz computer with a 4mb ATI Rage LT Pro video card. I mean it ran great for that computer. I was getting a solid 15fps. I usually only got 12fps on normal Renegade maps.

Anyhow I see games like Robot Arena 2 which clearly were coded in a matter of hours. It can use many formats for its textures since it actually has a nice exporter in there for robot creation. It exports a UVW map for you with it all marked out so you can texture your robot. I was just hoping to find out more about this. I don't have the knowledge necessary to make this modification to Renegade. I wish I did... SK knows how bad I am at C++.

Ah well anyone else any input on this?

Subject: Re: With all this crazy stuff we've added...
Posted by [Jonty](#) on Thu, 07 Jun 2007 19:58:53 GMT
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Maybe not JPEG, but PNG would be nice due to the fact it's lossless.

Subject: Re: With all this crazy stuff we've added...
Posted by [Cpo64](#) on Fri, 08 Jun 2007 08:44:06 GMT
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I got a better idea, instead of adding support for new image types, how bout we make it handle the existing ones better! >.>

Subject: Re: With all this crazy stuff we've added...
Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:39:02 GMT
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I would like to see renegade be able to handle those animated .gif movies (or maybe its jpeg, not sure right now, I just think it would be able to put movies into renegade that way).

Subject: Re: With all this crazy stuff we've added...
Posted by [Slave](#) on Mon, 11 Jun 2007 17:41:55 GMT
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while you're at it, please add support for divx textures. hdtv is the future for wall textures.
