

New Bitmap Formats

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SceneComposer can now import .EXR and .HDR files as `RgbFloatingPointR11G11B10PixelFormat` and `RgbFloatingPoint9E5FPixelFormat` respectively (Mantis 5504). New formats are also supported by .KTX extension. The following formats are now supported:

- `Etc2CompressedRgbPixelFormat`
- `Etc2CompressedSrgbPixelFormat`
- `Etc2Alpha1CompressedRgbaPixelFormat`
- `Etc2Alpha1CompressedSrgbaPixelFormat`
- `Etc2EacCompressedRgbaPixelFormat`
- `Etc2EacCompressedSrgbaPixelFormat`
- `EacCompressedUnsignedRPixelFormat`
- `EacCompressedSignedRPixelFormat`
- `EacCompressedUnsignedRGPixelFormat`
- `EacCompressedSignedRGPixelFormat`
- `SrgbUnsignedBytePixelFormat`
- `SrgbaUnsignedBytePixelFormat`
- `RgbFloatingPointR11G11B10PixelFormat`
- `RgbFloatingPoint9E5FPixelFormat`
- `RgbaUnsignedIntRev10A2PixelFormat`

The following conversions are possible between the new formats:

- `Etc2CompressedRgbPixelFormat` -> `Etc2CompressedSrgbPixelFormat`
- `Etc2CompressedSrgbPixelFormat` -> `Etc2CompressedRgbPixelFormat`
- `Etc2Alpha1CompressedRgbaPixelFormat` -> `Etc2Alpha1CompressedSrgbaPixelFormat`
- `Etc2Alpha1CompressedSrgbaPixelFormat` -> `Etc2Alpha1CompressedRgbaPixelFormat`
- `Etc2EacCompressedRgbaPixelFormat` -> `Etc2EacCompressedSrgbaPixelFormat`
- `Etc2EacCompressedSrgbaPixelFormat` -> `Etc2EacCompressedRgbaPixelFormat`

The following conversions are now possible for the classic formats:

- `RgbUnsignedBytePixelFormat` -> `SrgbUnsignedBytePixelFormat`
- `RgbUnsignedBytePixelFormat` -> `SrgbaUnsignedBytePixelFormat`
- `RgbaUnsignedBytePixelFormat` -> `SrgbUnsignedBytePixelFormat`
- `RgbaUnsignedBytePixelFormat` -> `SrgbaUnsignedBytePixelFormat`
- `SrgbUnsignedBytePixelFormat` -> `RgbUnsignedBytePixelFormat`
- `SrgbUnsignedBytePixelFormat` -> `RgbaUnsignedBytePixelFormat`
- `SrgbaUnsignedBytePixelFormat` -> `RgbUnsignedBytePixelFormat`

- `SrgbaUnsignedBytePixelFormat` -> `RgbaUnsignedBytePixelFormat`

See also:

- [Color Depth Configuration](#) and
 - [Bitmap Converter](#) in SceneComposer User Manual
 - [Bitmap Profile](#) in SceneComposer User Manual
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Revision #2

Created 2023-03-02 06:51:26 UTC by Kanai Tomoaki

Updated 2023-03-08 09:12:22 UTC by Kanai Tomoaki