New Bitmap Formats

New Bitmap Formats

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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