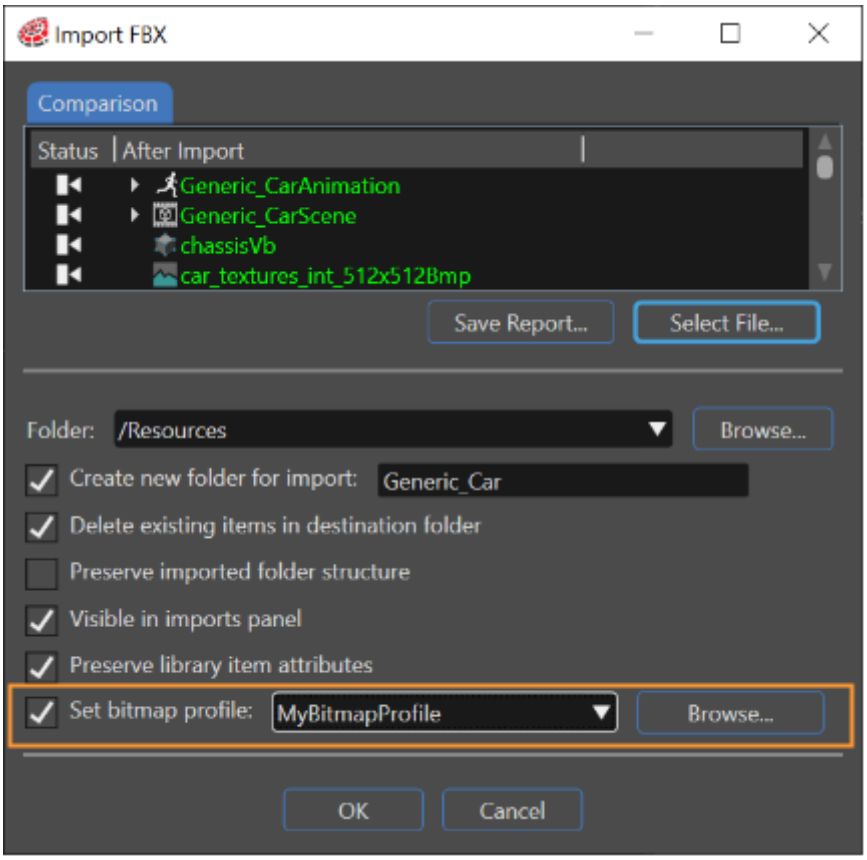
Bitmap Profile

Bitmap Profile

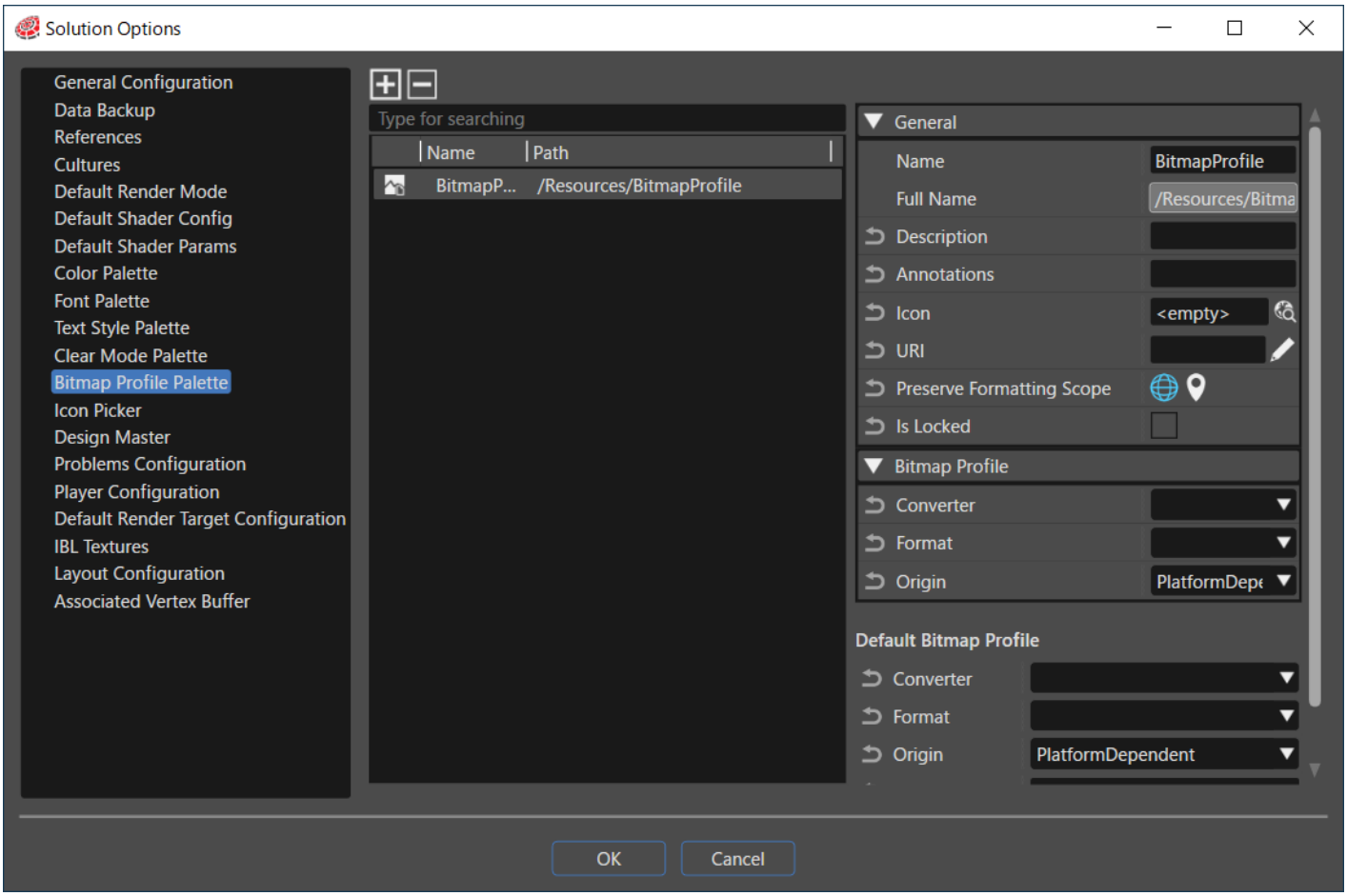
When a graphic object that contains one or many bitmaps is imported, the user has the possibility to set an explicit bitmap profile. Any bitmap profile contains three basic properties which can be set to create a specific profile: "Converter", "Format", and "Origin".

The "Bitmap Profile" feature is accessible in the lower part of any import panel that imports objects which contain bitmaps ("Import FBX", "Import Images", "Import from Solution", "Import from Photoshop").

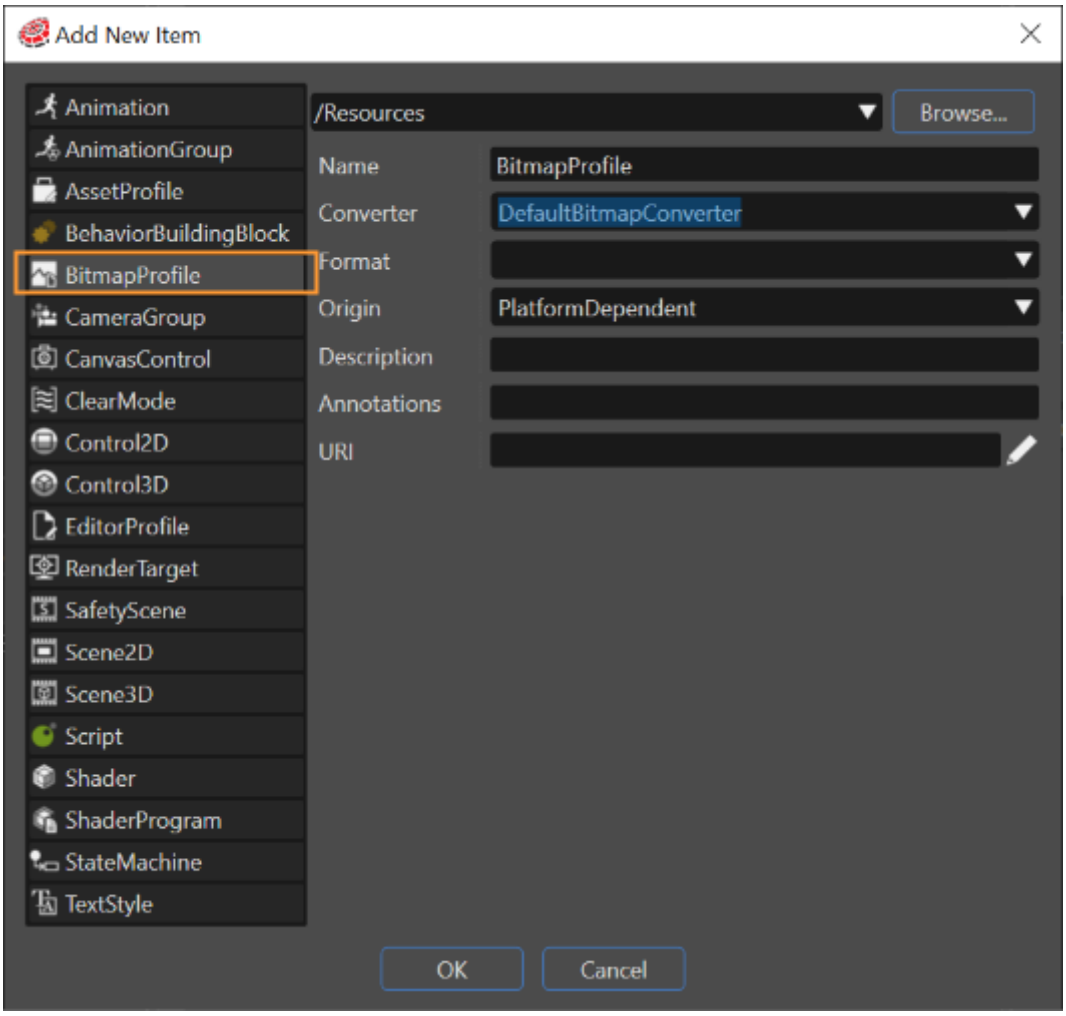


If there are available many bitmap profiles, the user will be able to select any of them by using the drop-down menu. If not, the user can use the "Browse" but to open the "Bitmap Profiles" dialogue which allows the creation of any desired bitmap profile.

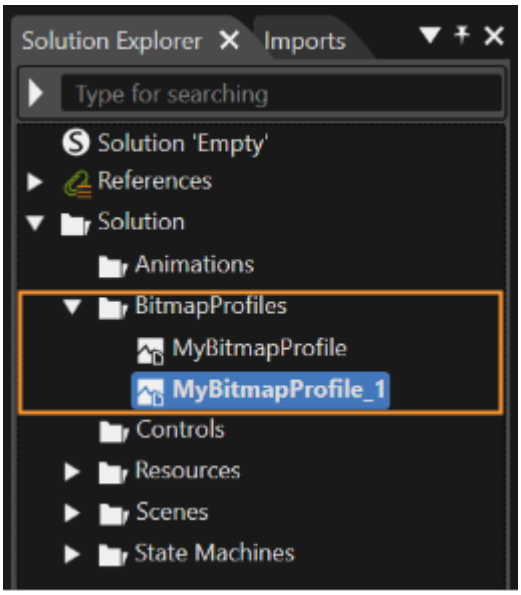
Alternatively, the "Bitmap Profile" dialogue can be open via "Solution Options" panel. (Select "File" > "Solution Options".)



The Solution Explorer context menu allows the creation of a bitmap profile, too. ("Add" > "New Item")

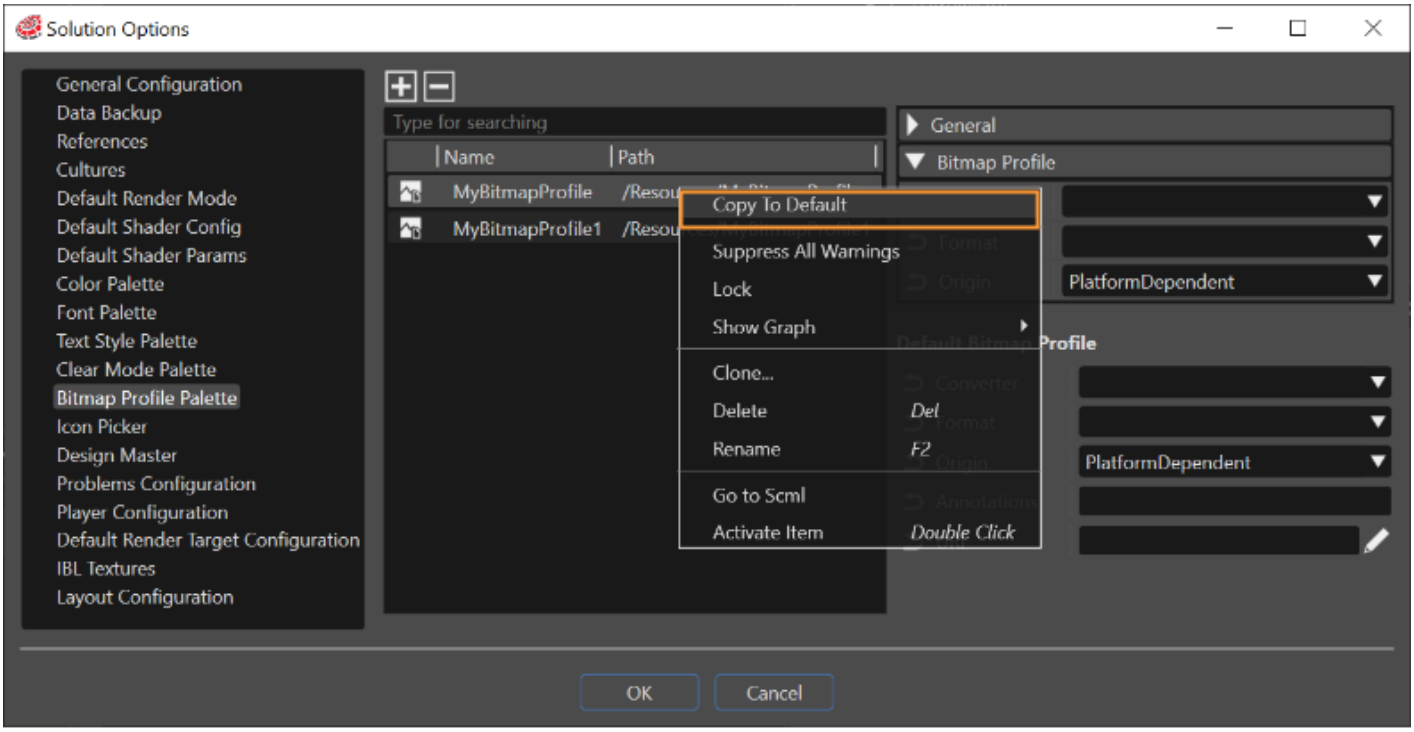


All the created bitmap profiles are available in "Solution Explorer" panel. They can be organized in a separate folder. By double clicking on any bitmap profile the "Bitmap Profiles" panel becomes accessible.



A default bitmap profile can be specified and it will be used for all bitmaps which do not have a profile set explicitly. If necessary, it is possible to set a default bitmap profile by copying any profile previously created by the user. To do this operation it is enough to use the context menu by right

click on a created bitmap profile as can be seen in the image below.



Known Issues

When the selected bitmap profile is RLE, RGB565 or RGB888, and the Alpha channel is cut off, a displayed image seems scrambled. In fact, the image is not scrambled, but contains all the artifacts in the source. The affected pixels have a color component and an alpha value of zero. Therefore, the artifacts are not visible when the alpha channel is enabled. When the alpha channel is cut off, then the color channels are shown and therefore those areas get visible.

The solution to this is that the source image has to be modified to remove the color from the areas within zero alpha.

Revision #5
Created 2023-02-14 02:04:58 UTC by Tsuyoshi.Kato
Updated 2025-07-07 23:52:18 UTC by Tsuyoshi.Kato