

Kerbal Space Program - Feature #2320

TIFF texture format

04/01/2014 09:52 PM - Ruedii

Status:	New	% Done:	0%
Severity:	Low		
Assignee:			
Category:	Camera		
Target version:			
Platform:	Any	Mod Related:	No
Expansion:			
Description			
Support for the TIFF file format			
TIFF file format, while similar to TGA in features offers many advantages which may make it ideal for a long term choice for texture format:			
1. Embedded tag data tree structure that could be used for various purposes. (This could provide many of the features used in loading the mbm format and more.)			
2. Proprietary tags in this format can be edited by any off the shelf EXIF tag editor that supports proprietary EXIF tags			
3. Wider support in viewers and editors than TGA			
4. More efficient compression methods available.			
5. Capable of multiple bitmaps per an file (although not all viewers, utilities and editors support this feature in reading, and even fewer in writing.)			
6. Capable of storing other miscellaneous data (although not all viewers, utilities and editors support this.)			
7. Capability of storing other color-space encodings, which may be useful if extended color space support (such as HDR) is enabled.			