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Subject: plugin/tga

Posted by [jjacksonRIAB](#) on Sun, 22 Oct 2023 12:22:55 GMT

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I'm working on a TGA plugin here:

<https://github.com/BornTactical/tga>

So far it lacks robust error handling so it will crash if a TGA is malformed and there are missing features but it seems to be working for a lot of TGAs.

I have more than a few questions though, mainly dealing with Run Length Encoding and RasterEncoder. Where is the appropriate place to compress a raster line for storage? Right now I'm putting it in WriteLineRaw, but I end up having to do casting and bpp checks. If anyone wants to go through the code and offer suggestions on how I could improve it I'm happy to learn.

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