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Subject: Re: saving a paletted PNG

Posted by [lindquist](#) on Mon, 30 Oct 2006 00:18:46 GMT

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I have a terrain editor, which uses alpha layers for texturing. Each alpha layer has one byte per vertex: 0-transparent ; 255-opaque.

I'm trying to implement a export method that collapses the layers into a single indexed png with the pixel index being the material index. a material map.

vertices that have semi-transparent layers pick the least transparent one.

I would personally dump the bytes in a binary blob, but I have request for the indexed png :/

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