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.

Subject: Re: plugin/tga
Posted by Klugier on Sun, 22 Oct 2023 17:47:44 GMT
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Hello jjacksonRIAB,

One small think. Please replace Ultimate++ with U++ in repo description and inside README.md. Ultimate++ has been deprecated and should no longer be used in context of our framework.

BTW, I am waiting for the stable version with proper error handling. Once done, don't forget to ping me for adding this package to UppHub.

Thanks,
Klugier

Subject: Re: plugin/tga
Posted by jjacksonRIAB on Sun, 22 Oct 2023 17:53:44 GMT
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Klugier wrote on Sun, 22 October 2023 19:47Hello jjacksonRIAB,

One small think. Please replace Ultimate++ with U++ in repo description and inside README.md. Ultimate++ has been deprecated and should no longer be used in context of our framework.

BTW, I am waiting for the stable version with proper error handling. Once done, don't forget to ping me for adding this package to UppHub.

Thanks,
Klugier

Done and will do. :d