Subject: please add plugins/bpg
Posted by piotr5 on Sat, 21 Mar 2015 14:38:48 GMT
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guess distros don't have this libbpg package yet so it's best to include it in u++ and compile it static anyway. for 16x16 images it isn't doing much good, but for example ide/theide48.bpg would take up 780 bytes at the ordinary compression. I know png isn't lossy, but a program with lots of pictures might consider to save on space this way.

according to http://bellard.org/bpg/ this format is offering better quality than jpeg at the same filesize. so you could consider it to be a better compression. maybe equipt icon-editor with that output-format and add an interface to tune the compression while displaying both versions side by side? of course the actual file-creation would only be performed during compilation, maybe directly into the ressource-file...

Subject: Re: please add plugins/bpg
Posted by mirek on Sun, 22 Mar 2015 08:04:13 GMT
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In RM now. Would be nice to have...