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ggcrunchy committed on Aug 2, 2025

Attempted improvement for calculation of compressed texture imageSize

FPTexture

1 parent d764e66 commit 35e8154

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librtt/Renderer

Rtt_GLTexture.cpp

1 file changed +2 -2 lines changed

Search within code

librtt/Renderer/Rtt_GLTexture.cpp +2 -2

```
@@ -256,8 +256,8 @@ GetCompressedInputs( const TextureFormatInfo& info, int& width, int& height, GLs
256 256
257 257            imageSize = (GLsizei)( width * height );
258 258
259     -          // /= blockWidth * blockHeight
260     -          // *= blockSizeInBytes
    259 +          imageSize *= info.fBlockSizeInBytes;
    260 +          imageSize /= info.fBlockWidth * info.fBlockHeight;
261 261        }
262 262    }
263 263
```

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