

Re: compressed textures

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Chuck Walbourn [MSFT] wrote:

For h/w that supports compression, it is essentially free. In fact, it often improves performance because less data is required in the texture caches. Some older h/w has some precision problems with DXT1, but almost all modern cards support DXTn and typically have better precision.

When Chuck says "some older hardware" I assume he means the original GeForce 256. However, all the cards of the past few years have had good support for compressed textures, and even integrated chipsets support them, so you shouldn't have any problem requiring such support.

Eyal