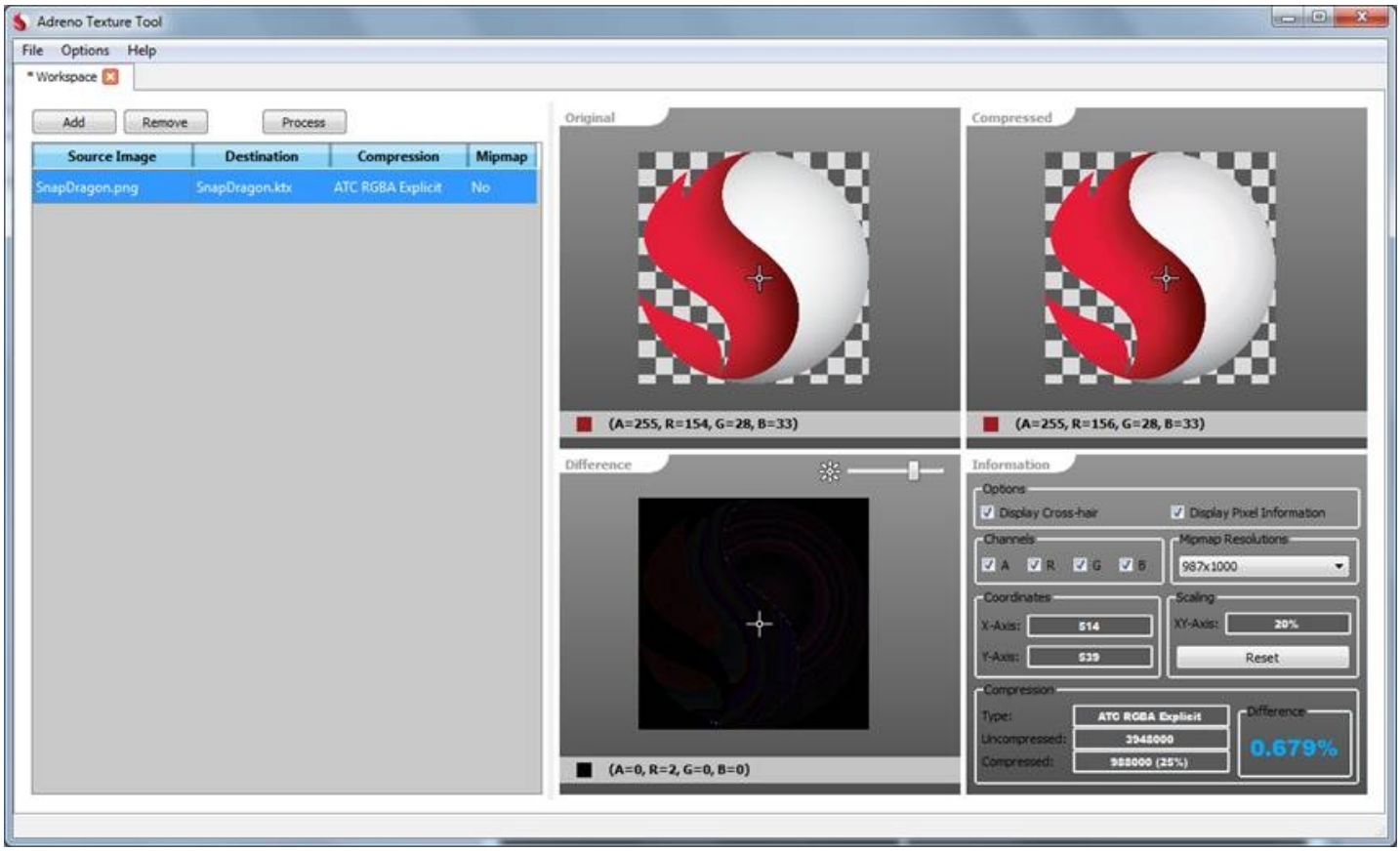
Adreno Texture Tool

Welcome to Adreno Texture Tool

Adreno Texture Tool allows users to load images of different formats and write them out as compressed texture files with or without mipmaps. The tool also allows users to visually examine and compare the different compression types supported by the Adreno Graphics Chipset before generating texture files. Users have the choice of generating either KTX or DDS texture files.



Features

The Adreno Texture Tool offers the following features:

- Visually compare different compression types
- Zoom into textures for high level of detail compression comparison
- Run a ‘best fit' compression alalysis based on either texture size or quality
- Visualze each color channel seperately, including alpha (if available)
- Have multiple workspaces open at the same time
- Save texture workspaces that can be processed within an art pipeline
- Ability to generate mip-maps in texture
- Saves files out to open-standard .ktx and .dds format
- Includes a Photoshop plug-in (32 and 64 bit) allowing for artists to load compressed formats

Getting Started

When users start the tool, an empty Workspace is automatically loaded. The Workspace is where users can load images, examine them, and generate texture files. Users can have multiple workspaces loaded by creating new or opening existing Workspaces from the File Menu. Additionally, Workspaces can be saved to the disk for future use. Users can close Workspaces through the File Menu or by clicking on the tab's X button.

Workspaces are composed of an Image List and Analysis sections. The Image List section, as it entails, shows the images that users have added to the Workspace and their properties. The Analysis section is where users can examine and compare the effects of compression on a selected image from the list. Users can resize these two sections by clicking, holding, and dragging the divider to the left or right.

Using Adreno Texture Tool

Adding and Removing Images:

In order to add an image to the Workspace, users need to click the Add button on the Image List section, and add any image file from the supported formats. In order to remove images from the list, users need to select one or more entries and click the Remove button.

Changing Texture properties:

Once images are added to the Workspace list, entries are created with several editable properties. Users can change the texture file name as well as their type (KTX or DDS), the compression type, and whether mipmaps are to be included.

In order to edit the texture file name, just click on the entry property (Destination column), and click on the button with dots that appear. The Save File dialog will appear and users will be able to type or select a different file name. Users can also switch the texture file type by selecting between KTX and DDS from the drop down. Users can also select the default texture file type at the Options Menu by clicking Default Output Format.

In order to edit the compression type and mipmap properties, users should click on the entry property (Compression or Mipmap columns), and click again to bring the available options from the drop down menu.

Analyzing Images:

When users select an image from the Workspace list, the tool automatically shows the original image, the compressed image, and the difference between them in the Analysis section. This allows users to visually examine the quality of the texture compression and help choose what compression type to use.

Users can zoom in and out by using the mouse wheel while the cursor is over the Original, Compressed, or Difference windows. And users can move the images by left clicking, holding, and dragging within such windows.

The pixel value at the cross-hair is displayed at the bottom of the Original, Compressed, or Difference windows.

The brightness of the Difference window can be adjusted through the slider located at the top right of the window.

In the Information window, users can select different mipmap resolutions through the drop down menu. Also, they can look at individual color channels by enabling or disabling the appropriate channel check boxes.

Generating Texture Files:

Once users have added all images to the Workspace list, have selected the appropriate destination file names, compression types, and whether the texture will contain mipmaps, they can now generate the output texture files by simply clicking on the Process button. This will generate all KTX and/or DDS files to their specific locations.

System Requirements

For this release of the SDK, the following requirements must be met:

1. ***Graphics Card*** **-** Radeon X1300 or higher is recommended.
2. ***Operating System*** **-** Windows XP with Service Pack 2 and the latest security updates, Vista or Windows 7
3. ***Development Environment*** **-** Visual Studio 2008
4. ***Drivers*** **-** For AMD graphics cards, download the latest Catalyst driver from : http://ati.amd.com/support/driver.html

Developer Notes

Note To Developers

The DDS files are output with the following four-character code (dwFourCC) for each of the compression types:

ATC RGBA Explicit	=	"ATCI"
ATC RGBA Interpolated	=	"ATCA"
ATC RGB	=	"ATC "
ETC1 RGB8	=	"ETC1"
3DC X	=	"3DC1"
3DC XY	=	"3DC2"