

# OpenGFX 32bpp - Feature #147

## Sprite 4659

2009-06-02 15:50 - Ammler

<b>Status:</b> Assigned	<b>Start date:</b> 2009-06-02
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b> athanasios	<b>% Done:</b> 70%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b>	
WIP / athanasios	
(Would replace a existing sprite, very similar.)	
<a href="http://mz.openttdcoop.org/opengfx/index.php?1=4659">http://mz.openttdcoop.org/opengfx/index.php?1=4659</a>	

### History

#### #1 - 2009-06-04 11:19 - foobar

- Category changed from 7 to Base

#### #2 - 2009-06-04 11:26 - foobar

- Category changed from Base to 7

Link didn't make sense...

But what is happening here? We already have \_base.4659

#### #3 - 2009-06-04 12:44 - Ammler

That is why I wrote "(Would replace a existing sprite, very similar.)" ;-)

... and no Target version

#### #4 - 2009-06-04 12:48 - Ammler

- Assignee set to athanasios

#### #5 - 2009-06-04 18:15 - athanasios

Not a 100% png replacement (original 32bpp png doesn't exist yet-I have to draw it one day ;-)).

Just some extra liveries ADDED to existing sprite for eye candy. But other parameters will not be altered. (I hope the rotation I did will not cause any issues- OTTD doesn't want to have bounding boxes, as George suggested...)

Reason: CC (Company Colors) are not an ideal solution for 32bpp:

1. Limited colors.
2. Not satisfying anti-aliasing.

#### #6 - 2009-06-08 17:44 - athanasios

- Status changed from New to Assigned

- % Done changed from 0 to 50

Finished drawing.

Done 1st recolored clone (almost similar to the sample).

ToDo:

plenty of recolored clones-time consuming due to many layers :-(. .

set offsets in pngs

Issues:

Some blurring is inevitable due to aa. I did aa manually to avoid heavy/misapplied blurring-endless job :-(. .

I will add files when I have plenty of clones done :-). .

#### **#7 - 2009-06-08 18:40 - Ammler**

You know, this already exists?

#### **#8 - 2009-06-08 22:17 - athanasios**

- % Done changed from 50 to 70

#### **#9 - 2009-06-08 22:22 - athanasios**

Ammler wrote:

| You know, this already exists?

Have I started forgetting what I have already done? ;-)

No way! As I already stated this is for **OpenGFX+**, not OpenGFX.

#### **#10 - 2009-06-11 01:30 - athanasios**

- File *OpenGFX\_\_4659\_source.7z* added

<26> (!!!) recolored clones done in psd format. Much more than CC can offer. :-)

Now the boring work is left: Crop and flatten to png and add offsets. When time permits...

Also I have to 32bpp the already existing sprite in opengfx. Maybe I will not do a complete redraw (layers...) but just some tweaks. It is an enormous task and I suppose it is not needed as the above clones suffice.

#### **#11 - 2009-07-10 20:22 - foobar**

- Category changed from 7 to 28

#### **#12 - 2009-11-28 01:23 - planetmaker**

- Project changed from OpenGFX to OpenGFX 32bpp

- Category deleted (28)

## **Files**

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4659_WIP.rar	47.8 KB	2009-06-02	Ammler
OpenGFX__4659_source.7z	717 KB	2009-06-11	athanasios