

Japanese Buildings - Bug #627

pure white pixels (alignment?)

2009-10-30 01:11 - planetmaker

Status:	New	Start date:	2009-10-30
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			

Description

There are a number of pure white pixels which usually are not a good sign when building the grf:

jpbuild2w.grf:1062: Warning: 15 of 15360 pixels (0%) are pure white
jpbuild2w.grf:1466: Warning: 8 of 2580 pixels (0%) are pure white
jpbuild2w.grf:2772: Warning: 1 of 9216 pixels (0%) are pure white
jpbuild2w.grf:2774: Warning: 1 of 9216 pixels (0%) are pure white
jpbuild2w.grf:2825: Warning: 42 of 7200 pixels (0%) are pure white
jpbuild2w.grf:2827: Warning: 42 of 7200 pixels (0%) are pure white
jpbuild2w.grf:2966: Warning: 5 of 2304 pixels (0%) are pure white
jpbuild2w.grf:2967: Warning: 6 of 2304 pixels (0%) are pure white
jpbuild2w.grf:3008: Warning: 1 of 2304 pixels (0%) are pure white
jpbuild2w.grf:3009: Warning: 1 of 2560 pixels (0%) are pure white
jpbuild2w.grf:3023: Warning: 4 of 2304 pixels (0%) are pure white
jpbuild2w.grf:3024: Warning: 7 of 2688 pixels (0%) are pure white
jpbuild2w.grf:3041: Warning: 1 of 2304 pixels (0%) are pure white
jpbuild2w.grf:3042: Warning: 5 of 2752 pixels (0%) are pure white

History

#1 - 2012-03-19 01:07 - PaulC

- File *gfxtoyoview.pcx* added
- File *gfxtsuno.pcx* added
- File *gfxtownhouse.pcx* added
- File *gfxofficetower.pcx* added
- File *gfxneoclassical.pcx* added

Fixed some of the pure white pixels. Shiro and petrol stations still need doing, but those sprites need more work anyway so I'll do them another time.

Files

File Name	Size	Date	Author
gfxtoyoview.pcx	87.1 KB	2012-03-19	PaulC
gfxtsuno.pcx	74.8 KB	2012-03-19	PaulC
gfxtownhouse.pcx	6.97 KB	2012-03-19	PaulC
gfxofficetower.pcx	51.9 KB	2012-03-19	PaulC
gfxneoclassical.pcx	16.1 KB	2012-03-19	PaulC