
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@kas1e

There is cgl_GLCopyTexImage1D in MiniGL sources.

```
// Faking 1D textures using 2D textures
```

```
// WARNING: This assumes that Warp3D doesn't support texture borders. If this changes, then so must this
```

```
// function
```

```
cgl_GLCopyTexImage2D(Self, GL_TEXTURE_2D, level, internalFormat, x, y, width, 1, border);
```

```
// The vertical direction should always be repeated
```

```
cgl_GLTexParameteri(Self, gltarget, GL_TEXTURE_WRAP_T, GL_REPEAT);
```