

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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URL:

@Raziel

A clamping issue could indeed cause those seams, or some slight differences in vertex coordinates. That's more likely the culprit than a shader compiler bug, especially for a simple skybox.

EDIT: Texture clamping issues are an app/game bug. You need to change the texture's edge clamping rules. Try changing the texture's `GL_TEXTURE_WRAP_S/T` modes to `GL_MIRRORED_REPEAT`.

Hans