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Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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Date: : 2019/3/26 7:05:53

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I've found something in the specific code, two instances with remarks...

gfx\_opengl\_texture.cpp

```
// TODO: If non power of two textures are unavailable this clamping  
// has no effect on the padded sides (resulting in white lines on the edges)  
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE);  
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP_TO_EDGE);
```

gfx\_tinygl\_texture.cpp

```
// NOTE: TinyGL doesn't have issues with white lines so doesn't need use TGL_CLAMP_TO_EDGE  
tglTexParameteri(TGL_TEXTURE_2D, TGL_TEXTURE_WRAP_S, TGL_REPEAT);  
tglTexParameteri(TGL_TEXTURE_2D, TGL_TEXTURE_WRAP_T, TGL_REPEAT);
```