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Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

Date: : 2019/3/26 7:33:45

URL:

@Raziel

Quote:

kas1e sent me here from the ogles2 thread, so i thought it might be the rught place...it obviously isn't

No no, it may well be the right place, if you are using MiniGL under the hood and not e.g. gl4es or ogles2 directly.

Are you using MiniGL? For now I asume you do (therefore you can also ignore the gfx\_tinygl\_texture.cpp 😊 )

Anyway, as I said in my previous post: On MiniGL `GL_CLAMP_TO_EDGE` maps to `W3D_CLAMP` and on R200 this maps to "clamp to last texel" which is what you'd expect and which doesn't produce such artefacts. The question is what your RadeonHD driver makes out of it. Therefore just try out what happens if you use `GL_REPEAT` (and nothing else!) instead of `GL_CLAMP_TO_EDGE`.

If that doesn't get rid of your black lines then it's not wrap-mode.

Btw.: those "white lines" comments make no sense to me.

@Hans

wasn't there a similar issue once in Warp3D Nova and the Q3 mirrors?