

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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Date: : 2019/3/26 8:28:57

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@Daytona675x

wrt to "white lines"

Maybe they got those visible borders in white instead of black while developing?

I changed `GL_CLAMP_TO_EDGE` to `GL_REPEAT` but there is no change whatsoever, the borders persist. (I also tried with `GL_MIRRORED_REPEAT`, like Hans was suggesting, but that didn't help either)