

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

Date: : 2019/3/26 8:42:59

URL:

@Raziel

Quote:

I changed `GL_CLAMP_TO_EDGE` to `GL_REPEAT` but there is no change whatsoever

Then revert to `GL_CLAMP_TO_EDGE` and instead try the following please:

search the code for `GL_TEXTURE_MIN_FILTER` and change any eventual `...MIPMAP...` value (the respective commands last parameter) to `GL_LINEAR`, e.g. `glTexParameter(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);`

The reason is that IIRC W3D Nova had some issue with mipmapping and such artefacts in Q3 under certain circumstances, maybe the "normal" Warp3D driver on your RadeonHD suffer from sth. similar.

Quote:

(I also tried with `GL_MIRRORED_REPEAT`

As being said this made no sense anyway as it would behave exactly like everything else not being `GL_REPEAT` on MiniGL.