
Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Raziel

Date: : 2019/3/26 9:03:37

URL:

@Daniel

I can only find one line and that is already exactly like you posted

Quote:

```
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);
```

Here is the whole part of the code

```
OpenGLTexture::OpenGLTexture(const Graphics::Surface *surface) {
    width = surface->w;
    height = surface->h;
    format = surface->format;

    // Pad the textures if non power of two support is unavailable
    if (OpenGLContext.NPOTSupported) {
        internalHeight = height;
        internalWidth = width;
    } else {
        internalHeight = upperPowerOfTwo(height);
        internalWidth = upperPowerOfTwo(width);
    }

    if (format.bytesPerPixel == 4) {
        assert(surface->format == getRGBAPixelFormat());

        internalFormat = GL_RGBA;
        sourceFormat = GL_UNSIGNED_BYTE;
    } else if (format.bytesPerPixel == 2) {
        internalFormat = GL_RGB;
        sourceFormat = GL_UNSIGNED_SHORT_5_6_5;
    } else
        error("Unknown pixel format");
}
```

```
glGenTextures(1, &id);
glBindTexture(GL_TEXTURE_2D, id);
glTexImage2D(GL_TEXTURE_2D, 0, internalFormat, internalWidth, internalHeight, 0, internalFormat,
sourceFormat, 0);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);

// 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);

update(surface);
}
```

That "non power of two" comments are regarding to not available ARB shaders, i believe?
Because i get this on start of the game:

Quote:

Initializing OpenGL Renderer

WARNING: GL_ARB_texture_non_power_of_two is not available.!