

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

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URL:

@Raziel

Then the most likely culprit now becomes the game itself.

It obviously contains code somewhere for upscaling non-power-of-two-textures, because it uses a texture-size upscaled to the next power of two if NPOT textures are not supported. Are the sky-cube textures NPOT?