

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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URL:

@Raziel

NPOT = Non-Power-Of-Two

What are the pixel sizes of the textures used in your screenshot ? Can you open the texture files in your favorite paint-program and tell me?

If they are *not* a power-of-two then the game will apparently scale them to the next higher power-of-two. And that (unknown) code may be buggy.