
Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

Date: : 2019/3/29 7:50:08

URL:

@Raziel

Quote:

Sorry, i didn't want to draw any more of your time away from the important stuff.



Quote:

Yes, that fix makes the visible borders go away, but it also slows down the game a lot.

Please do this:

- remove the slow texture-filler I gave you
- check file myst3/gfx_opengl.cpp
- line 263 and 264 contain the wrong coordinate calculations
- actually the whole source is full of them, but for your problem those are the relevant lines as far as I can see
- replace those two line by those here:

```
const float uv_mod=1.0f;  
const float w = (glTexture->width-uv_mod) / (float) glTexture->internalWidth;  
const float h = (glTexture->height-uv_mod) / (float) glTexture->internalHeight;
```

- maybe an uv_mod of 0.5 yields better results (it should but sometimes I mess the details of those coordinates systems up myself 😊)

@Capehill

Quote:

Do you have a Linux system? To me it sounds like issue would be reproducible on other systems as well.

Yes, it should, it's a typical classic OpenGL pitfall. However, most systems support NPOT, that's why it probably wasn't noticed earlier.