

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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URL:

I know it's not part of the ES 2.0 API but is there any chance of adding support for `GL_TEXTURE_BASE_LEVEL` and `GL_TEXTURE_MAX_LEVEL`? I could then add mipmapping to the texture atlas in AmiCraft.