Subject: Re: UppGL
Posted by cbpporter on Thu, 19 May 2011 06:00:30 GMT

On problem that I am having is the texture sizes: they need to be a power of two. If not you get an unsatisfying and unpredictable resize operation executed in the background in the best case scenario and horrible visual artifacts in the worst case scenario.

Uno, did you encounter this problem? Right now I am solving it by small pictures actually pointing to a large texture and containing the positional and size information and merging textures together in a texture pool when an image is loaded.