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Subject: Re: UppGL

Posted by [unodgs](#) on Thu, 19 May 2011 06:23:10 GMT

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cbpporter wrote on Thu, 19 May 2011 02:00 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.

Like I wrote in my post, right now I have many textures of different sizes. But I want to rewrite texture manager to be more intelligent to be able to create one big texture (which is power of two) and put as many as possible smaller textures there. Other big textures will be simply resized to the power of two with empty spaces on the right and the bottom. So I'm gonna solve it in exactly the same way you are I guess there is no better way to do it.

But that must wait a moment (it's not an issue on modern pc hardware). Right now I'm trying to use stencil buffer for nested transformed clipping.

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