Subject: Re: UppGL
Posted by cbpporter on Thu, 19 May 2011 06:29:12 GMT

Not an issue on modern hardware? For me it is. I brought up the subject because my entire GUI is useless and horribly misshapen every time I forget the rule an create a texture of sizes not power of two and I forget to add them to the cache builder. So I was wondering if your experience is as dire as mine or only a small annoyance?

I merge textures into 512x512 textures. I am not supporting larger yet. In my experience it is slower to use non-square textures.