
Subject: Re: UppGL

Posted by [unodgs](#) on Thu, 19 May 2011 08:20:27 GMT

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cbpporter wrote on Thu, 19 May 2011 02:29: 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 and 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.

According to this paper http://www.nvidia.com/dev_content/nvopenglspecs/GL_ARB_texture_non_power_of_two.txt support for textures of dimensions not being power of 2 started in 2004. Now we have 2011 so most of hardware available today should support this feature (I'm not talking about mobile gpus). Of course handling such textures might be slower but that's something I don't know. On my 8800GTX and RadeonHD 3650 everything runs fine and looks good. Or maybe I don't get your point. Could you explain your problem with more details?
