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Subject: Re: UppGL

Posted by [cbpporter](#) on Thu, 19 May 2011 08:33:51 GMT

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I have Nvidia and you can't rely on that, or at least not while using Irrlicht, which supports multiple back ends. Textures will get resized with the resulting relative size depending on the hardware it is run and on some hardware you will get ugly vertical artifacts in pink and orange colors.

This is why I am using my own padding and tiling system, but it is a little bit wasteful memory wise.

Anyway, I'll try to get some tutorial examples working and post some samples. But I doubt that my results will be compatible enough. I actually have all widgets in two versions, the main version using a straightforward getter/setter system without chaining and the extended class supporting only chaining. This allows you to use a Button specific method after a control specific method, like `SetRect(...).SetText()`, because the parent control class does not define the chained methods, only the extended class and they have as a return type the actual class.

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