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Subject: Re: UppGL

Posted by [raxvan](#) on Thu, 19 May 2011 21:26:24 GMT

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I would suggest to stick to pow2 textures. You might never know when you want to use this on something that doesn't know other than  $2^n$  textures and in the end you only end up refactoring source code. There is not a big problem if you have a 1K texture with black unused borders, the texture addressing has a relatively constant speed regardless of texture size (i'm referring to  $2^n$  textures).

Also it is very important to use batching and no alpha blending if possible, otherwise you will kill the GPU.

In some games the gui rendering can take almost as much as the rendering of the scene.

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