

---

Subject: Re: UppGL

Posted by [raxvan](#) on Sat, 21 May 2011 13:04:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

Well , we are a bit off topic here, but my initial suggestion was that unodgs in his implementation should stick to power of two texture because if he will ever plan to port the system to another platform he might run into problems. By platform i mean the actual device you are running on, and the driver associated with that might not let you to create non power of two textures.

nneilson:

By "Except when they are not loading" i ment that you will get no performance at all, the system will not work at all if you can't load your textures, right?

And by platform i really ment the platform you are running on not the host application (OS as you call it),your PC,IPAD,IPOD,MAC,WII console,PS3,XBOX360 whatever that might be. The driver which is associated with the platform might not have support for non power of two textures.

Also google earh is a really basic example of MipMap ussage, there is no fancy technology there, no quantum mechanics or black magic. Here we were talking about 2D GUI rendering that has to be pixel perfect and the is no reasons to use mipmaps there for multiple reasons:

- 1.There is no need for zooming out from the GUI(as far as i know).
- 2.If you are using RenderToTexture(for clipping,masking, and performance boosts) you will have to make mipmaps by yourself which is not a nice process at runtime.
- 3.MipMapping works only on the minification filter meaning that when the texture is getting smaller and smaller the next mipmap is sellected.
4. Any scaled texture in a GUI system creates aliasing problems which are very hard to deal with on the GPU ( not impossible but still... hard).