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Subject: Re: UppGL

Posted by [nneilson](#) on Sat, 21 May 2011 14:49:08 GMT

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It isn't that far off topic even as you mentioned since how the UppGI should cause the least amount of problems in the long run is important.

The pow2, however you intended it, for the level of detail it should be "pow2" as I showed in the previous post.

In the early days, covered wagons and such, the "pow2" was used to determine the lztd, so that would mean 5.625 rather than 5.0 and 1.40625 or 0.703125 instead of 1.0, seems a bit silly with the advantage of hindsight.

If images are in a format an application or "platform" is not compatible with of course they will not "load". An Etch-a-Sketch Model II, I don't know which model of Mac that would compare to, would have problems also.

This should first work with a regular computer with a full OS rather than an Android, cell phone, Dick Tracy Watch or some cereal box gismo.

As someone mentioned and you may have intended with pow2 and "should stick to power of two texture" is the image should be square and also it's important the size like 256x256 or 512x512. There was an example in Mercator projection with 512x256 which was real bad as far as performance but some still use it for 2D.

As far as zooming for gaming it may not be necessary but for 3D like GE or WWJ just seeing the whole Earth without zooming in would be pretty useless.

I must admit I have no experience in programming for games, nor intend to in the near future.

For that with your experience the input can be beneficial to UppGL or any project.

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