Subject: OpenGL texture issues
Posted by mirek on Sun, 08 Sep 2013 05:30:55 GMT
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I am attempting to implement SDraw based OpenGL Draw. I am total OpenGL newbie, so I have some perhpas stupid questions. Mostly I am getting my inspiration from rainbow/GL* packages by unodgs and there are issues that I need to clear out:

- it looks to like OpenGL expects textures in non-premultiplies format. In that case we need to unmultiply Image, right? (I have not seen any such thing in CoreGL/resources.cpp, but I might be missing something).

- Somewhere (but not in OpenGL docs) I have read that texture size should be a power of 2. Is that still true? (Again, no proof of this in CoreGL...)

Mirek