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Subject: Re: OpenGL texture issues

Posted by [mirek](#) on Sun, 08 Sep 2013 05:35:10 GMT

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mirek wrote on Sun, 08 September 2013 01:30

- 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).

Ha, 2 minutes after posting, I have found in CoreGL

```
glBlendFunc(GL_SRC_ALPHA, GL_ONE_MINUS_SRC_ALPHA);
```

which, AFAIK, should exactly switch OpenGL to premultiplied alpha mode, right?

Mirek

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