Subject: Re: OpenGL texture issues
Posted by mirek on Sun, 08 Sep 2013 17:05:23 GMT

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unodgs wrote on Sun, 08 September 2013 06:26mirek wrote on Sun, 08 September 2013 01:35mirek 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);

I have to admit I didn't even think about it But docs says it is exactly prempultiplied mode.

If it comes to textures of power of 2 it is true for opengl es - so for all mobile devices. On desktop it is not required.

Actually, OpenGL ES 2.0 says that non-power-of-2 textures are OK as well, just do not support mipmapping...

Mirek