
Subject: Re: texture_coord

Posted by [Mark Hadfield](#) on Fri, 02 Nov 2001 02:48:49 GMT

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From: "David Fanning" <david@dfanning.com>

> Mark Hadfield (m.hadfield@niwa.cri.nz) writes:

>

>> Your test image ('rose.jpg') is 227 x 149 pixels. Texture-map image

>> dimensions are supposed to be a power of 2 (or so I was informed some time

>> ago when I complained to RSI about misalignment problems). As I understand

>> it, this is an OpenGL restriction.

>

> What does that mean? I am suppose to resize

> my image before I put it on the surface?

Yep.

Also note that the maximum size that an OpenGL implementation is required to support is only 64 x 64. (Though most support more; the limit for any destination object can be found using the GetDeviceInfo method, keyword MAX_TEXTURE_DIMENSIONS.) The new TEXTURE_HIGHRES keyword in 5.5 lets you exceed MAX_TEXTURE_DIMENSIONS, but it is incompatible with TEXTURE_COORD. Aaaaaaarrrrrgggghh!!

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