

## Doomsday Engine - Feature #1359

### Turning off texture resizing

2004-08-30 18:40 - killerzero

<b>Status:</b> Closed	<b>Start date:</b> 2004-08-30
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Why texture resizing to power of two size can't be turned off? I understad that this is for compatibility, but it should be possible to turn it off, when it is not needed.	
<b>Labels:</b> Graphics	

### History

#### #1 - 2004-08-30 19:58 - skyjake

Logged In: YES  
user\_id=717323

OpenGL hasn't supported non-power-of-two textures (until 2.0). I am not sure about Direct3D. I don't really care about D3D.

There is no need to change this particular facet of the engine.