Most Common `glTexParameter` Calls

glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, *mode*);

glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, *mode*);

where *mode* describes what is to happen when a texture coordinate outside the range 0..1 is generated. The most common values for *mode* are:

- GL_CLAMP_TO_EDGE   *returns last row/column of pixels when outside 0..1*

- GL_CLAMP_TO_BORDER *returns border when outside 0..1*

- GL_REPEAT   *only fractional part of texture coordinate used*

- GL_MIRRORED_REPEAT *alternates between using the fractional part and (1 – fractional part)*

Most Common `glTexParameter` Calls

glTexParameterfv(GL_TEXTURE_2D,
                           GL_TEXTURE_BORDER_COLOR, $bColor$);

where $bColor$ is a float array of length 4 holding the desired (r, g, b, a) color. The default value is $(0, 0, 0, 0)$.

This is the color used when a GL_TEXTURE_WRAP_x mode is GL_CLAMP_TO_BORDER.

Most Common `glTexParameter` Calls

glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, *f*);

where *f* describes what is to happen when a <u>pixel</u> being textured maps to an area **greater than** <u>one texture element</u>. Values for the filter *f* include:

- GL_NEAREST   *uses texture element nearest the pixel center*

- GL_LINEAR   *weighted average of four closest texture elements*

- GL_LINEAR_MIPMAP_NEAREST
  does GL_LINEAR using best-sized mipmap

- GL_NEAREST_MIPMAP_LINEAR
  chooses two mipmaps; nearest in each; average
- *A couple of others...*

Default: GL_NEAREST_MIPMAP_LINEAR *!!!*

Most Common `glTexParameter` Calls

glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, f);

where f describes what is to happen when a <u>pixel</u> being textured maps to an area **less than or equal to** <u>one texture element</u>. Values for the filter f include:

- GL_NEAREST   *uses texture element nearest the pixel center*

- GL_LINEAR   *weighted average of four closest texture elements*

GL_NEAREST is faster, but GL_LINEAR typically exhibits less aliasing

Default: GL_LINEAR