Most Common glTexParameter Calls

gTexParameter(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, mode);
gTexParameter(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

```c
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

gTexParameter(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, f);

where \( f \) describes what is to happen when a pixel being textured maps to an area greater than one texture element. 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

glTexParameter(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, f);

where $f$ describes what is to happen when a pixel being textured maps to an area less than or equal to one texture element. 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