

For proper blending of skybox textures, use:

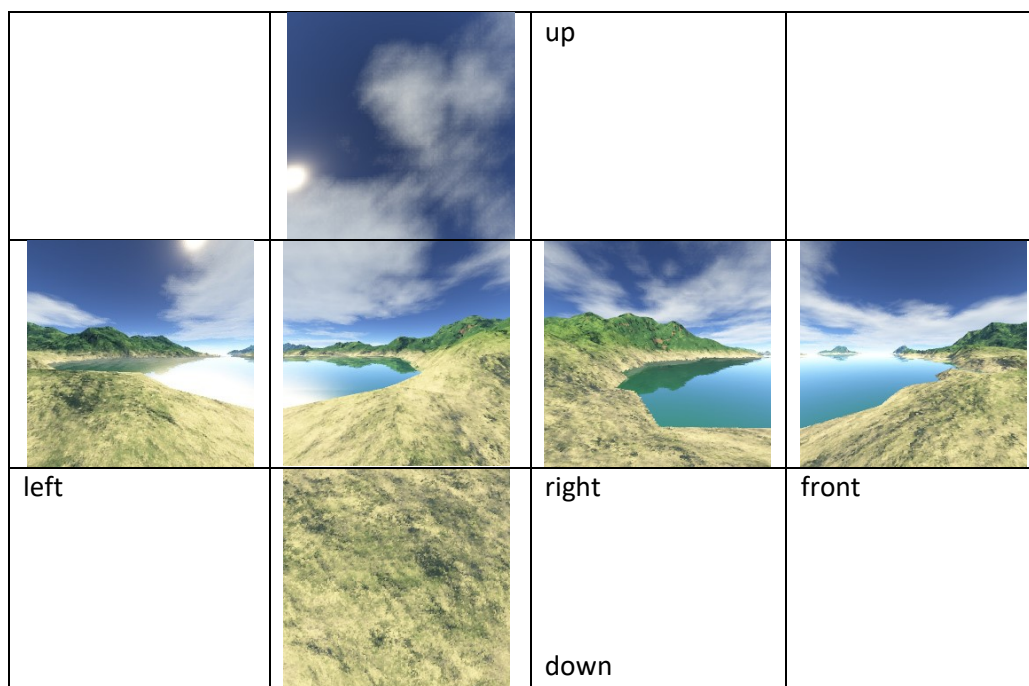
```
#define GL_CLAMP_TO_EDGE 0x812F
```

```
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE);  
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP_TO_EDGE);
```

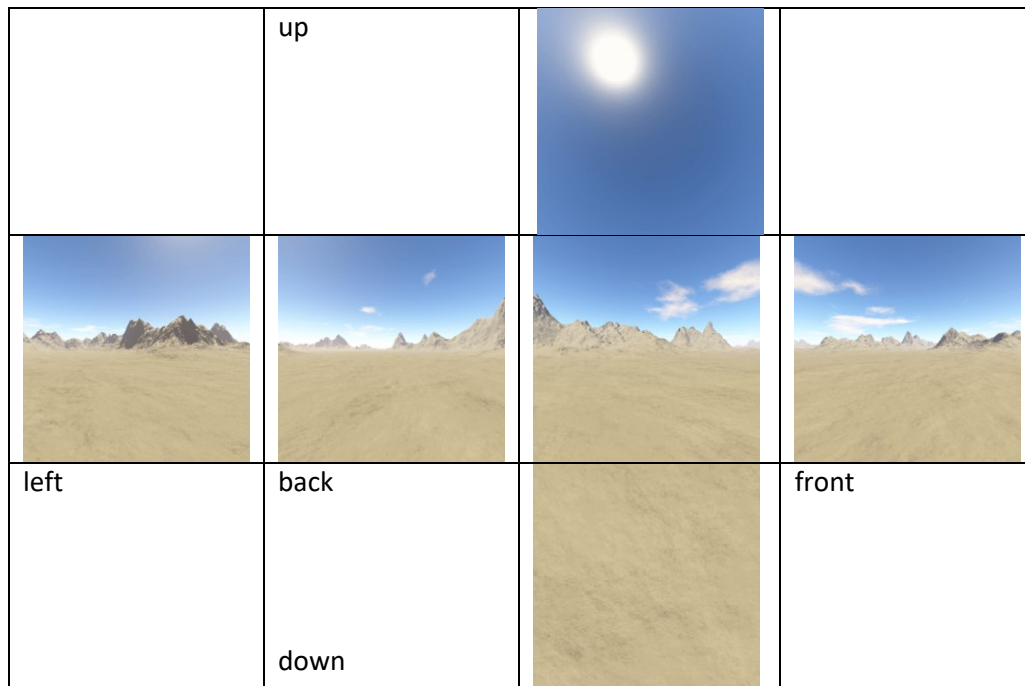
Antarctic Dawn:



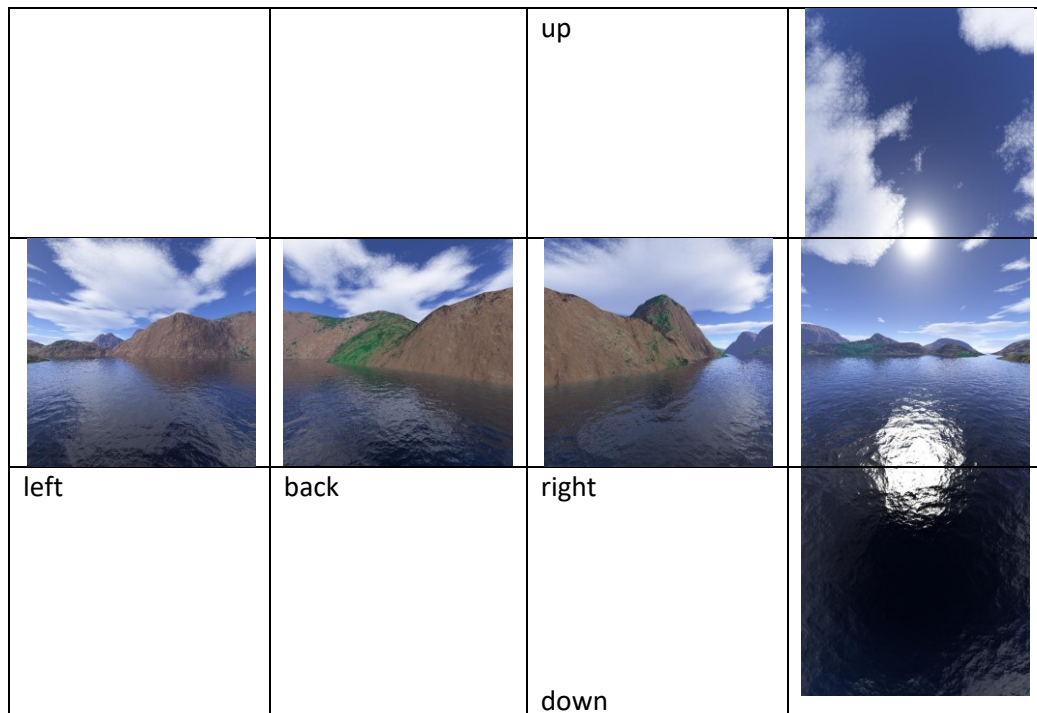
Skybox1: (Check TGA options for front)



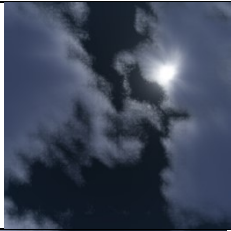

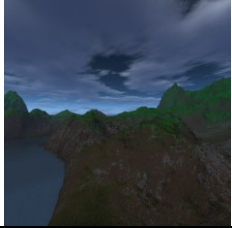
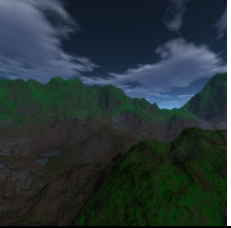

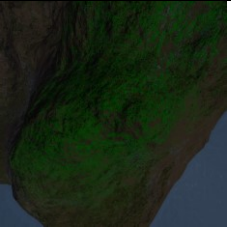
Skybox2:



Skybox4: (In the initial version, left and right were swapped. Corrected)



Skybox6:

	up		
			
left	back  down		front