

When using skybox textures, specify the texture wrap parameters as follows:

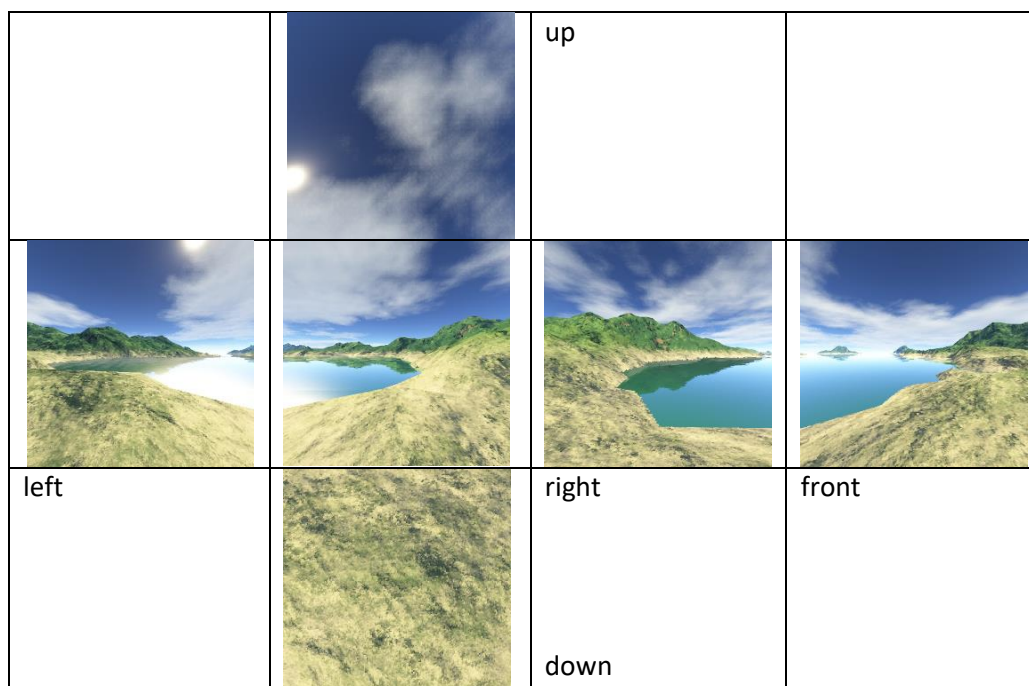
```
#define GL_CLAMP_TO_EDGE 0x812F
```

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

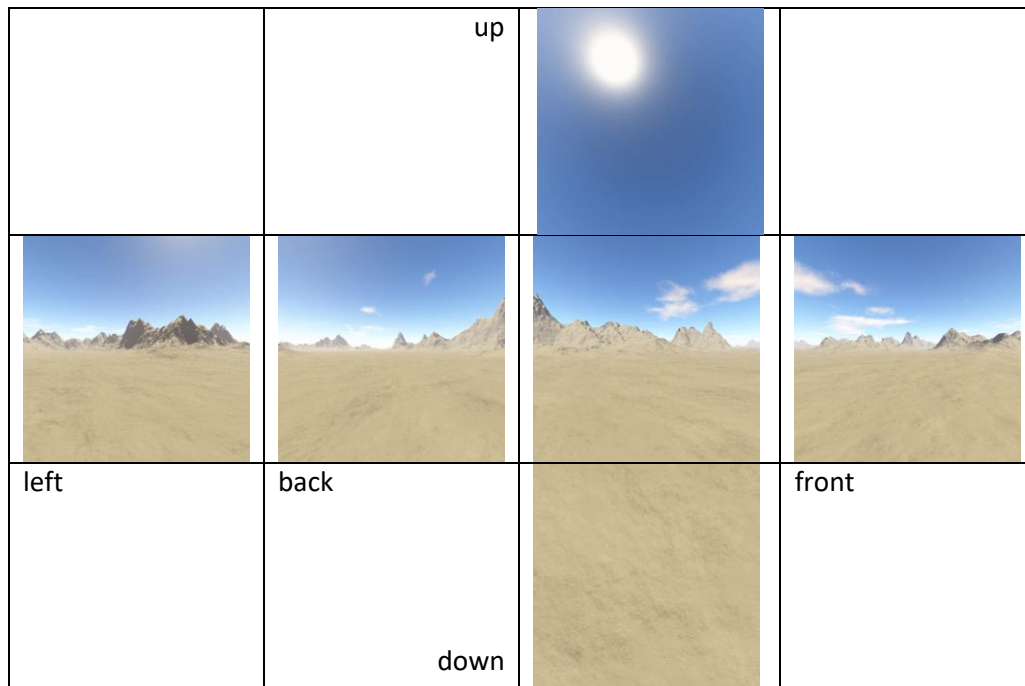
Skybox1:



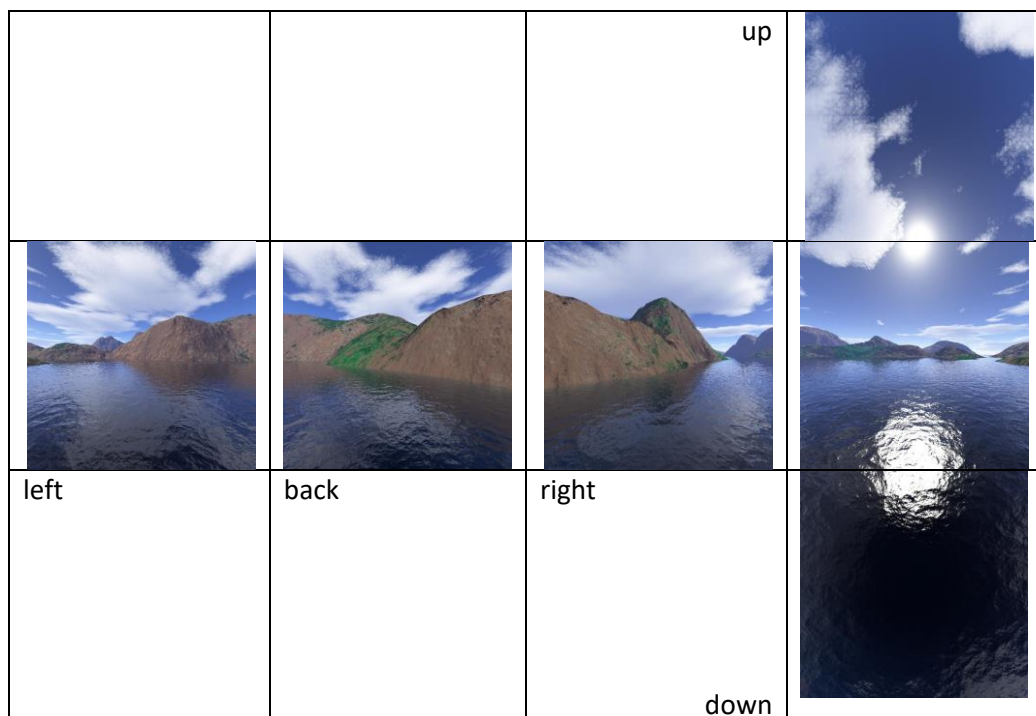
Skybox2:



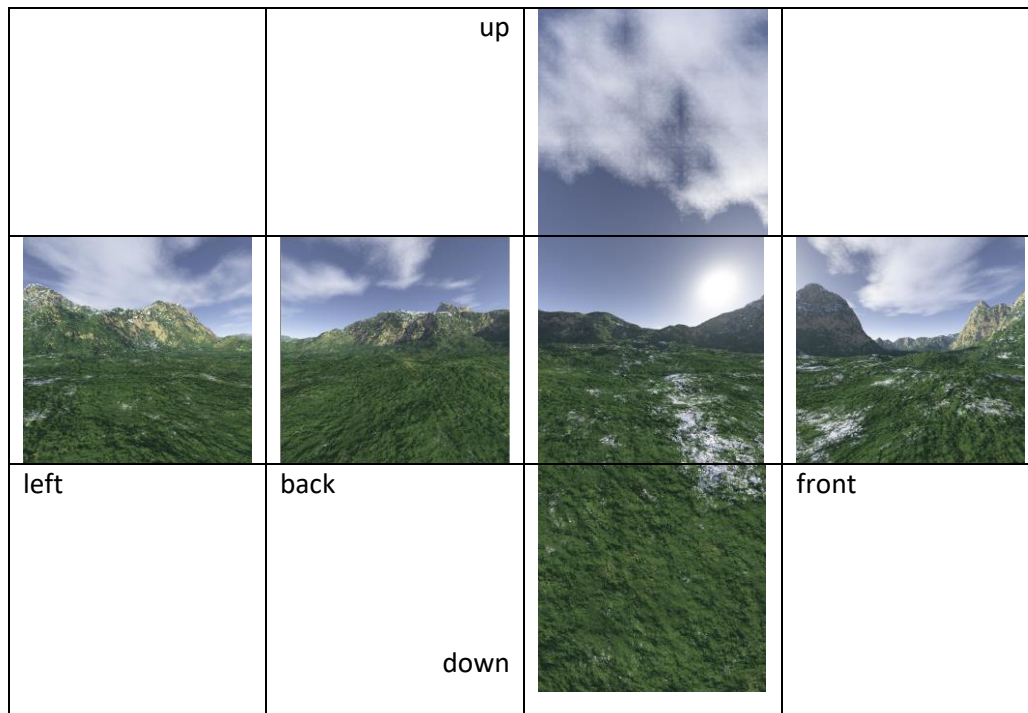
Skybox3:



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



Skybox5:



Skybox6:

