

int

unsigned



MaxTexD  
MaxTexH  
MaxTexW  
D3DAlphaKeyColor

ilutForceIntegerFormat  
D3DMipLevels  
D3DPool  
ilutOglConv  
ilutGenS3TC  
ilutUsePalettes  
ilutUseS3TC  
ilutDXTCFormat  
ilutAutodetectTexture  
Target

ILUT\_STATES