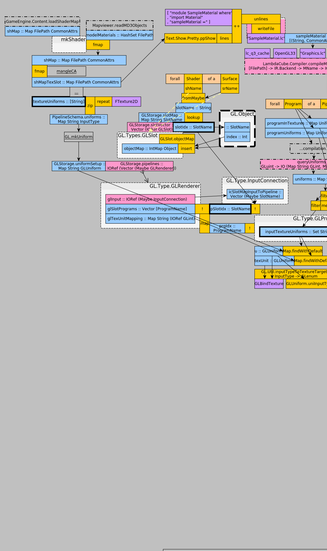
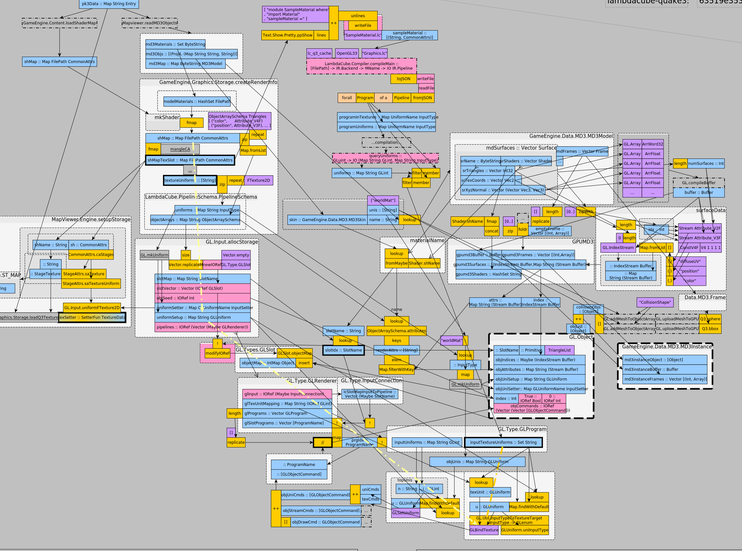
Super-dense summary of key texture lifecycle transformations



Bird's eye overview of MD3 texture & geometry lifecycles



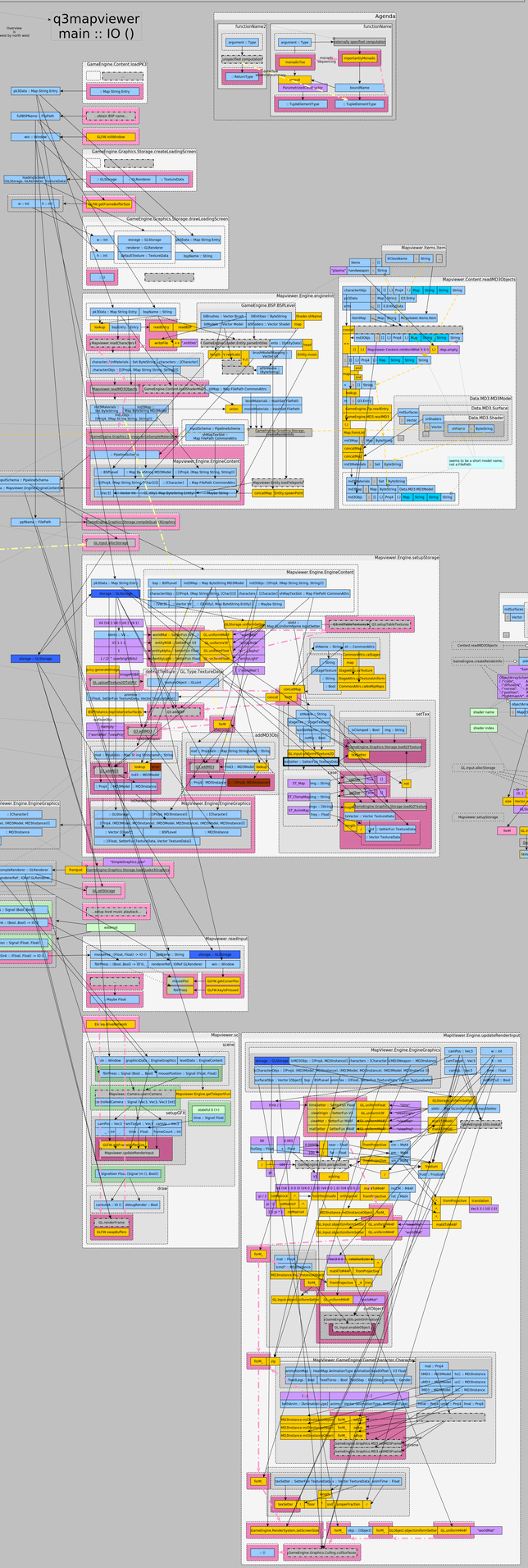
Commit info:

lambdacube-ir:	71a95dc78083ad5c46f338b248d40fdfdb7b44c4	Jan 26 21:52:38 2017
lambdacube-gl:	4c4c8766bc079cb87be5aac8966d8c39daaa7523	Jan 26 21:45:40 2017
lambdacube-quake3:	63519e353afbb5cc216216e026c09abf23e69cd4	Jan 4 18:06:04 2017

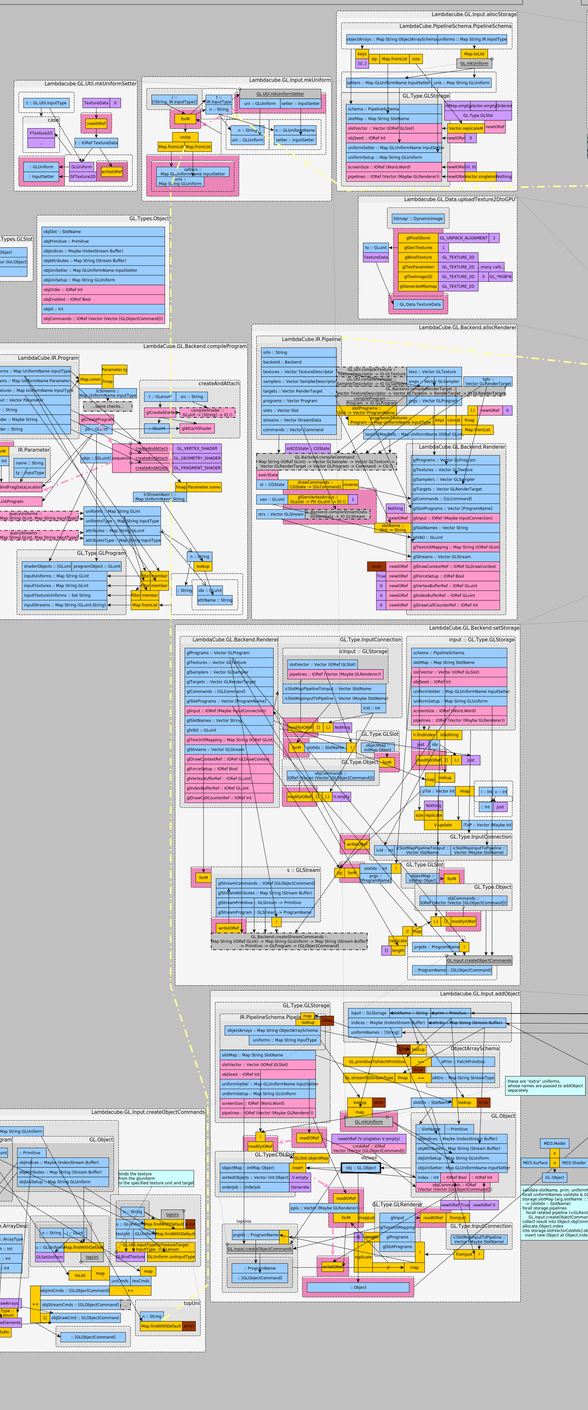
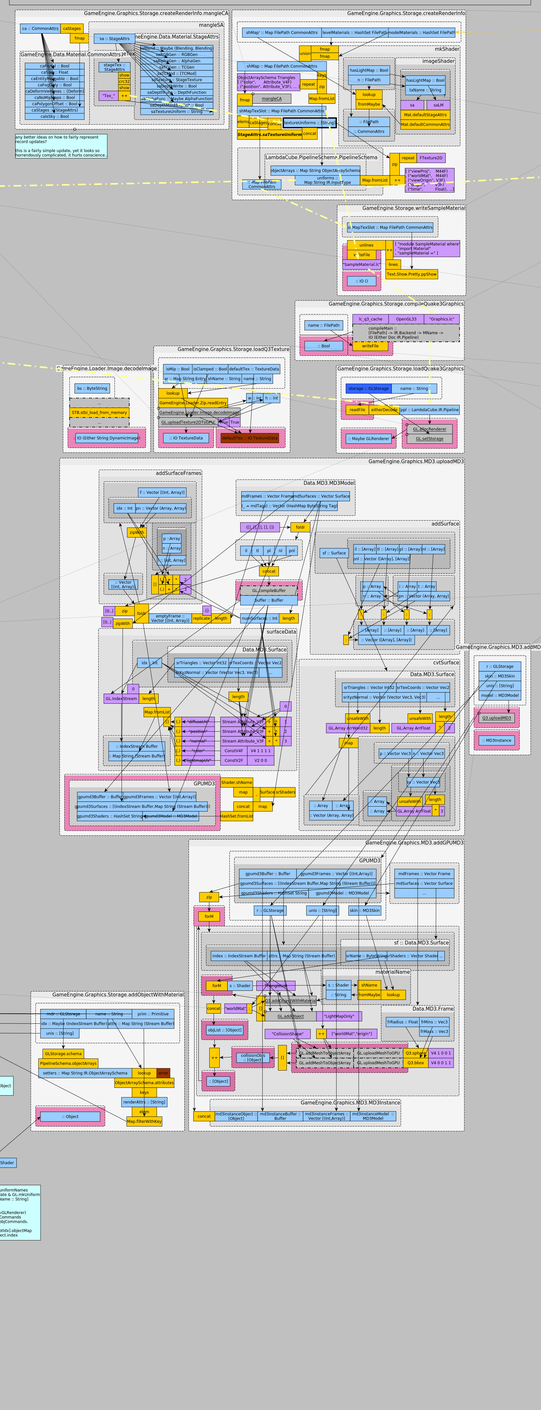
TODO

1. explain how GL.Input.createObjectCommands in GL.Backend.setStorage relates to that in GL.Input.addObject
2. explain the role of GL.Type.InputConnection
3. missing function registry:
- GL.Mesh.addMeshToObjectArray
- GL.Mesh.uploadMeshToGPU
- GL.Data.compileBuffer
- GL.Util.compile{Sample, Texture}
- GL.Backend.compile{Command, RenderTarget, StreamData}
- GL.Backend.createStreamCommands
- GL.Input.enableObject
- Compiler.compileMain : -)
- GameEngine.Graphics.Culling.cullSurfaces
- the Quake III data parsers, but those are probably non-essential
- some very early and non-essential function descriptions are sketchy

q3mapviewer



Lambdacube.GL



GameEngine