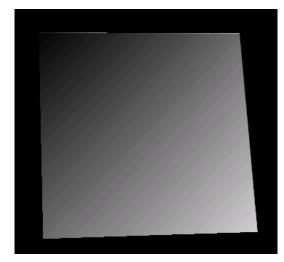
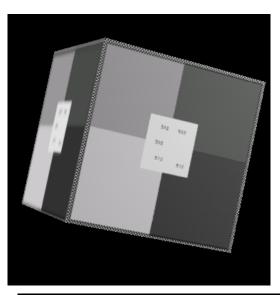
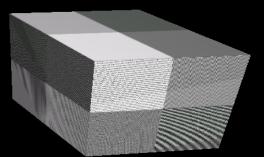
32bit 256x256 texture ... is rendered with banding (32 levels) The texture in memory is seemingly only 16 (15) bit.



32bit 512x512 texture ... Downsized automatically to 256x256





256x256 aliasing & mipmapping

