



Checks issues with size of cube map textures

On success, you will see a series of "**PASS**" messages, followed by "**TEST COMPLETE**".

max cube map size: 2048

testing size: 1

```
PASS TEXTURE_CUBE_MAP_POSITIVE_X should be red
PASS TEXTURE_CUBE_MAP_NEGATIVE_X should be green
PASS TEXTURE_CUBE_MAP_POSITIVE_Y should be blue
PASS TEXTURE_CUBE_MAP_NEGATIVE_Y should be yellow
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be cyan
PASS TEXTURE_CUBE_MAP_NEGATIVE_Z should be magenta
PASS 0, 0, 2, 1 should be yellow
PASS 0, 1, 2, 1 should be cyan
PASS 0, 0, 2, 1 should be cyan
PASS 0, 1, 2, 1 should be blue
PASS 0, 0, 2, 1 should be magenta
PASS 0, 1, 2, 1 should be yellow
PASS 0, 0, 2, 1 should be blue
PASS 0, 1, 2, 1 should be magenta
PASS 0, 0, 2, 1 should be yellow
PASS 0, 1, 2, 1 should be red
PASS 0, 0, 2, 1 should be red
PASS 0, 1, 2, 1 should be blue
```

use mipmap

```
PASS TEXTURE_CUBE_MAP_POSITIVE_X should be green
PASS TEXTURE_CUBE_MAP_NEGATIVE_X should be blue
PASS TEXTURE_CUBE_MAP_POSITIVE_Y should be yellow
PASS TEXTURE_CUBE_MAP_NEGATIVE_Y should be cyan
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be magenta
PASS TEXTURE_CUBE_MAP_NEGATIVE_Z should be red
PASS 0, 0, 2, 1 should be cyan
PASS 0, 1, 2, 1 should be magenta
PASS 0, 0, 2, 1 should be magenta
PASS 0, 1, 2, 1 should be yellow
PASS 0, 0, 2, 1 should be red
PASS 0, 1, 2, 1 should be cyan
PASS 0, 0, 2, 1 should be yellow
PASS 0, 1, 2, 1 should be red
PASS 0, 0, 2, 1 should be cyan
PASS 0, 1, 2, 1 should be green
PASS 0, 0, 2, 1 should be green
PASS 0, 1, 2, 1 should be yellow
PASS getError was expected value: NO_ERROR : Should be no errors.
```

testing size: 2

```
PASS TEXTURE_CUBE_MAP_POSITIVE_X should be blue
PASS TEXTURE_CUBE_MAP_NEGATIVE_X should be yellow
PASS TEXTURE_CUBE_MAP_POSITIVE_Y should be cyan
PASS TEXTURE_CUBE_MAP_NEGATIVE_Y should be magenta
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be red
PASS TEXTURE_CUBE_MAP_NEGATIVE_Z should be green
PASS 0, 0, 2, 1 should be magenta
PASS 0, 1, 2, 1 should be red
PASS 0, 0, 2, 1 should be red
PASS 0, 1, 2, 1 should be cyan
```

```
PASS 0, 0, 2, 1 should be green
PASS 0, 1, 2, 1 should be magenta
PASS 0, 0, 2, 1 should be cyan
PASS 0, 1, 2, 1 should be green
PASS 0, 0, 2, 1 should be magenta
PASS 0, 1, 2, 1 should be blue
FAIL 0, 0, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,0,255
FAIL 0, 1, 2, 1 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
use mipmap
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be cyan
at (0, 0) expected: 0,255,255,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be green
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 0, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
PASS 0, 1, 2, 1 should be green
PASS 0, 0, 2, 1 should be green
FAIL 0, 1, 2, 1 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL 0, 0, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 1, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
FAIL 0, 0, 2, 1 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL 0, 1, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 0, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
FAIL 0, 1, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,0,255
FAIL 0, 0, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,0,255
FAIL 0, 1, 2, 1 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
```

testing size: 4

```
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be cyan
at (0, 0) expected: 0,255,255,255 was 0,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be magenta
at (0, 0) expected: 255,0,255,255 was 0,0,255,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be red
at (0, 0) expected: 255,0,0,255 was 0,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be green
at (0, 0) expected: 0,255,0,255 was 0,0,255,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be blue
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be yellow
at (0, 0) expected: 255,255,0,255 was 0,0,255,255
FAIL 0, 0, 2, 1 should be green
at (0, 0) expected: 0,255,0,255 was 0,0,255,255
PASS 0, 1, 2, 1 should be blue
PASS 0, 0, 2, 1 should be blue
FAIL 0, 1, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 0,0,255,255
FAIL 0, 0, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,0,255,255
```

```
FAIL 0, 1, 2, 1 should be green
at (0, 0) expected: 0,255,0,255 was 0,0,255,255
FAIL 0, 0, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 0,0,255,255
FAIL 0, 1, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,0,255,255
FAIL 0, 0, 2, 1 should be green
at (0, 0) expected: 0,255,0,255 was 0,0,255,255
FAIL 0, 1, 2, 1 should be cyan
at (0, 0) expected: 0,255,255,255 was 0,0,255,255
FAIL 0, 0, 2, 1 should be cyan
at (0, 0) expected: 0,255,255,255 was 0,0,255,255
FAIL 0, 1, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 0,0,255,255
use mipmap
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be magenta
at (0, 0) expected: 255,0,255,255 was 255,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be red
at (0, 0) expected: 255,0,0,255 was 255,255,0,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be blue
at (0, 0) expected: 0,0,255,255 was 255,255,0,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be yellow
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be cyan
at (0, 0) expected: 0,255,255,255 was 255,255,0,255
FAIL 0, 0, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 255,255,0,255
PASS 0, 1, 2, 1 should be yellow
PASS 0, 0, 2, 1 should be yellow
FAIL 0, 1, 2, 1 should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255
FAIL 0, 0, 2, 1 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,255,0,255
FAIL 0, 1, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 255,255,0,255
FAIL 0, 0, 2, 1 should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255
FAIL 0, 1, 2, 1 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,255,0,255
FAIL 0, 0, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 255,255,0,255
FAIL 0, 1, 2, 1 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,255,0,255
FAIL 0, 0, 2, 1 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,255,0,255
FAIL 0, 1, 2, 1 should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255
```

testing size: 8

```
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be green
at (0, 0) expected: 0,255,0,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be cyan
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 0, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
PASS 0, 1, 2, 1 should be cyan
PASS 0, 0, 2, 1 should be cyan
```

```
FAIL 0, 1, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL 0, 0, 2, 1 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 1, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
FAIL 0, 0, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL 0, 1, 2, 1 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 0, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
FAIL 0, 1, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL 0, 0, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL 0, 1, 2, 1 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
use mipmap
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be magenta
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 0, 2, 1 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
PASS 0, 1, 2, 1 should be magenta
PASS 0, 0, 2, 1 should be magenta
FAIL 0, 1, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL 0, 0, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 1, 2, 1 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
FAIL 0, 0, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL 0, 1, 2, 1 should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 0, 2, 1 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
FAIL 0, 1, 2, 1 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL 0, 0, 2, 1 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL 0, 1, 2, 1 should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
```

testing size: 16

```
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,0,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be magenta
at (0, 0) expected: 255,0,255,255 was 255,0,0,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be red
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be green
at (0, 0) expected: 0,255,0,255 was 255,0,0,255
```

```
FAIL 0, 0, 4, 2 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,0,0,255
PASS 0, 2, 4, 2 should be red
PASS 0, 0, 4, 2 should be red
FAIL 0, 2, 4, 2 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
FAIL 0, 0, 4, 2 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,0,255
FAIL 0, 2, 4, 2 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,0,0,255
FAIL 0, 0, 4, 2 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
FAIL 0, 2, 4, 2 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,0,255
FAIL 0, 0, 4, 2 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,0,0,255
FAIL 0, 2, 4, 2 should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,0,255
FAIL 0, 0, 4, 2 should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,0,255
FAIL 0, 2, 4, 2 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
use mipmap
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be cyan
at (0, 0) expected: 0,255,255,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be green
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 0, 4, 2 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
PASS 0, 2, 4, 2 should be green
PASS 0, 0, 4, 2 should be green
FAIL 0, 2, 4, 2 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL 0, 0, 4, 2 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 2, 4, 2 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
FAIL 0, 0, 4, 2 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL 0, 2, 4, 2 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 0, 4, 2 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
FAIL 0, 2, 4, 2 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,0,255
FAIL 0, 0, 4, 2 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,0,255
FAIL 0, 2, 4, 2 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
```

testing size: 32

```
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be cyan
at (0, 0) expected: 0,255,255,255 was 0,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be magenta
at (0, 0) expected: 255,0,255,255 was 0,0,255,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be red
at (0, 0) expected: 255,0,0,255 was 0,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be green
```

at (0, 0) expected: 0,255,0,255 was 0,0,255,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be blue
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be yellow
at (0, 0) expected: 255,255,0,255 was 0,0,255,255
FAIL 0, 0, 8, 4 should be green
at (0, 0) expected: 0,255,0,255 was 0,0,255,255
PASS 0, 4, 8, 4 should be blue
PASS 0, 0, 8, 4 should be blue
FAIL 0, 4, 8, 4 should be red
at (0, 0) expected: 255,0,0,255 was 0,0,255,255
FAIL 0, 0, 8, 4 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,0,255,255
FAIL 0, 4, 8, 4 should be green
at (0, 0) expected: 0,255,0,255 was 0,0,255,255
FAIL 0, 0, 8, 4 should be red
at (0, 0) expected: 255,0,0,255 was 0,0,255,255
FAIL 0, 4, 8, 4 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,0,255,255
FAIL 0, 0, 8, 4 should be green
at (0, 0) expected: 0,255,0,255 was 0,0,255,255
FAIL 0, 4, 8, 4 should be cyan
at (0, 0) expected: 0,255,255,255 was 0,0,255,255
FAIL 0, 0, 8, 4 should be cyan
at (0, 0) expected: 0,255,255,255 was 0,0,255,255
FAIL 0, 4, 8, 4 should be red
at (0, 0) expected: 255,0,0,255 was 0,0,255,255
use mipmap
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be magenta
at (0, 0) expected: 255,0,255,255 was 255,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be red
at (0, 0) expected: 255,0,0,255 was 255,255,0,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be blue
at (0, 0) expected: 0,0,255,255 was 255,255,0,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be yellow
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be cyan
at (0, 0) expected: 0,255,255,255 was 255,255,0,255
FAIL 0, 0, 8, 4 should be blue
at (0, 0) expected: 0,0,255,255 was 255,255,0,255
PASS 0, 4, 8, 4 should be yellow
PASS 0, 0, 8, 4 should be yellow
FAIL 0, 4, 8, 4 should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255
FAIL 0, 0, 8, 4 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,255,0,255
FAIL 0, 4, 8, 4 should be blue
at (0, 0) expected: 0,0,255,255 was 255,255,0,255
FAIL 0, 0, 8, 4 should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255
FAIL 0, 4, 8, 4 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,255,0,255
FAIL 0, 0, 8, 4 should be blue
at (0, 0) expected: 0,0,255,255 was 255,255,0,255
FAIL 0, 4, 8, 4 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,255,0,255
FAIL 0, 0, 8, 4 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,255,0,255
FAIL 0, 4, 8, 4 should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255

testing size: 64

FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be green


```
at (0, 0) expected: 0,255,0,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be cyan
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 0, 16, 8 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
PASS 0, 8, 16, 8 should be cyan
PASS 0, 0, 16, 8 should be cyan
FAIL 0, 8, 16, 8 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL 0, 0, 16, 8 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 8, 16, 8 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
FAIL 0, 0, 16, 8 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL 0, 8, 16, 8 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 0, 16, 8 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
FAIL 0, 8, 16, 8 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL 0, 0, 16, 8 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL 0, 8, 16, 8 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
use mipmap
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be magenta
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 0, 16, 8 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
PASS 0, 8, 16, 8 should be magenta
PASS 0, 0, 16, 8 should be magenta
FAIL 0, 8, 16, 8 should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL 0, 0, 16, 8 should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 8, 16, 8 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
FAIL 0, 0, 16, 8 should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL 0, 8, 16, 8 should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 0, 16, 8 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
FAIL 0, 8, 16, 8 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL 0, 0, 16, 8 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL 0, 8, 16, 8 should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
```

testing size: 128

FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,0,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be magenta
at (0, 0) expected: 255,0,255,255 was 255,0,0,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be red
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be green
at (0, 0) expected: 0,255,0,255 was 255,0,0,255
FAIL 0, 0, 32, 16 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,0,0,255
PASS 0, 16, 32, 16 should be red
PASS 0, 0, 32, 16 should be red
FAIL 0, 16, 32, 16 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
FAIL 0, 0, 32, 16 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,0,255
FAIL 0, 16, 32, 16 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,0,0,255
FAIL 0, 0, 32, 16 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
FAIL 0, 16, 32, 16 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,0,255
FAIL 0, 0, 32, 16 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,0,0,255
FAIL 0, 16, 32, 16 should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,0,255
FAIL 0, 0, 32, 16 should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,0,255
FAIL 0, 16, 32, 16 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,0,255
use mipmap
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be cyan
at (0, 0) expected: 0,255,255,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be green
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 0, 32, 16 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
PASS 0, 16, 32, 16 should be green
PASS 0, 0, 32, 16 should be green
FAIL 0, 16, 32, 16 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL 0, 0, 32, 16 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 16, 32, 16 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
FAIL 0, 0, 32, 16 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,0,255
FAIL 0, 16, 32, 16 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,0,255
FAIL 0, 0, 32, 16 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,0,255
FAIL 0, 16, 32, 16 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,0,255
FAIL 0, 0, 32, 16 should be yellow

at (0, 0) expected: 255,255,0,255 was 0,255,0,255

FAIL 0, 16, 32, 16 should be magenta

at (0, 0) expected: 255,0,255,255 was 0,255,0,255

testing size: 256

FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be cyan

at (0, 0) expected: 0,255,255,255 was 0,0,255,255

FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be magenta

at (0, 0) expected: 255,0,255,255 was 0,0,255,255

FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be red

at (0, 0) expected: 255,0,0,255 was 0,0,255,255

FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be green

at (0, 0) expected: 0,255,0,255 was 0,0,255,255

PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be blue

FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be yellow

at (0, 0) expected: 255,255,0,255 was 0,0,255,255

FAIL 0, 0, 64, 32 should be green

at (0, 0) expected: 0,255,0,255 was 0,0,255,255

PASS 0, 32, 64, 32 should be blue

PASS 0, 0, 64, 32 should be blue

FAIL 0, 32, 64, 32 should be red

at (0, 0) expected: 255,0,0,255 was 0,0,255,255

FAIL 0, 0, 64, 32 should be yellow

at (0, 0) expected: 255,255,0,255 was 0,0,255,255

FAIL 0, 32, 64, 32 should be green

at (0, 0) expected: 0,255,0,255 was 0,0,255,255

FAIL 0, 0, 64, 32 should be red

at (0, 0) expected: 255,0,0,255 was 0,0,255,255

FAIL 0, 32, 64, 32 should be yellow

at (0, 0) expected: 255,255,0,255 was 0,0,255,255

FAIL 0, 0, 64, 32 should be green

at (0, 0) expected: 0,255,0,255 was 0,0,255,255

FAIL 0, 32, 64, 32 should be cyan

at (0, 0) expected: 0,255,255,255 was 0,0,255,255

FAIL 0, 0, 64, 32 should be cyan

at (0, 0) expected: 0,255,255,255 was 0,0,255,255

FAIL 0, 32, 64, 32 should be red

at (0, 0) expected: 255,0,0,255 was 0,0,255,255

use mipmap

FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be magenta

at (0, 0) expected: 255,0,255,255 was 255,255,0,255

FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be red

at (0, 0) expected: 255,0,0,255 was 255,255,0,255

FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be green

at (0, 0) expected: 0,255,0,255 was 255,255,0,255

FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be blue

at (0, 0) expected: 0,0,255,255 was 255,255,0,255

PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be yellow

FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be cyan

at (0, 0) expected: 0,255,255,255 was 255,255,0,255

FAIL 0, 0, 64, 32 should be blue

at (0, 0) expected: 0,0,255,255 was 255,255,0,255

PASS 0, 32, 64, 32 should be yellow

PASS 0, 0, 64, 32 should be yellow

FAIL 0, 32, 64, 32 should be green

at (0, 0) expected: 0,255,0,255 was 255,255,0,255

FAIL 0, 0, 64, 32 should be cyan

at (0, 0) expected: 0,255,255,255 was 255,255,0,255

FAIL 0, 32, 64, 32 should be blue

at (0, 0) expected: 0,0,255,255 was 255,255,0,255

FAIL 0, 0, 64, 32 should be green

at (0, 0) expected: 0,255,0,255 was 255,255,0,255

FAIL 0, 32, 64, 32 should be cyan

at (0, 0) expected: 0,255,255,255 was 255,255,0,255

FAIL 0, 0, 64, 32 should be blue

at (0, 0) expected: 0,0,255,255 was 255,255,0,255
FAIL 0, 32, 64, 32 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,255,0,255
FAIL 0, 0, 64, 32 should be magenta
at (0, 0) expected: 255,0,255,255 was 255,255,0,255
FAIL 0, 32, 64, 32 should be green
at (0, 0) expected: 0,255,0,255 was 255,255,0,255

testing size: 512

FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be green
at (0, 0) expected: 0,255,0,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be cyan
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 0, 128, 64 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
PASS 0, 64, 128, 64 should be cyan
PASS 0, 0, 128, 64 should be cyan
FAIL 0, 64, 128, 64 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL 0, 0, 128, 64 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 64, 128, 64 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
FAIL 0, 0, 128, 64 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
FAIL 0, 64, 128, 64 should be magenta
at (0, 0) expected: 255,0,255,255 was 0,255,255,255
FAIL 0, 0, 128, 64 should be yellow
at (0, 0) expected: 255,255,0,255 was 0,255,255,255
FAIL 0, 64, 128, 64 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL 0, 0, 128, 64 should be red
at (0, 0) expected: 255,0,0,255 was 0,255,255,255
FAIL 0, 64, 128, 64 should be blue
at (0, 0) expected: 0,0,255,255 was 0,255,255,255
use mipmap
FAIL TEXTURE_CUBE_MAP_POSITIVE_X should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_X should be blue
at (0, 0) expected: 0,0,255,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_POSITIVE_Y should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Y should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
PASS TEXTURE_CUBE_MAP_POSITIVE_Z should be magenta
FAIL TEXTURE_CUBE_MAP_NEGATIVE_Z should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 0, 128, 64 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
PASS 0, 64, 128, 64 should be magenta
PASS 0, 0, 128, 64 should be magenta
FAIL 0, 64, 128, 64 should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL 0, 0, 128, 64 should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 64, 128, 64 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
FAIL 0, 0, 128, 64 should be yellow

```
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
FAIL 0, 64, 128, 64 should be red
at (0, 0) expected: 255,0,0,255 was 255,0,255,255
FAIL 0, 0, 128, 64 should be cyan
at (0, 0) expected: 0,255,255,255 was 255,0,255,255
FAIL 0, 64, 128, 64 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL 0, 0, 128, 64 should be green
at (0, 0) expected: 0,255,0,255 was 255,0,255,255
FAIL 0, 64, 128, 64 should be yellow
at (0, 0) expected: 255,255,0,255 was 255,0,255,255
PASS successfullyParsed is true
```

TEST COMPLETE