
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@BSzili

>You can't change buffers

```
MiniGL/buffer.c/buf_SetFrontBuffer(GLcontext context, void *bitmap, GLboolean free);
```

Seems to set frontbuffer to a given bitmap

Then the(RGB or RGBA) bitmap can be used to update a texture...

```
bmHandle=LockBitMapTags(bm,LBMI_BASEADDRESS,(ULONG)&pixels, TAG_DONE);
```

```
glTexImage2D(GL_TEXTURE_2D, 0, 3, w, h, 0, GL_RGB, GL_UNSIGNED_BYTE, pixels);
```

```
UnLockBitMap(bmHandle);
```

Untested.... huhh..