Subject: : AmigaOS4
Topic: : The OpenGL ES 2.0 thread
Re: The OpenGL ES 2.0 thread
Author: : Capehill
Date: : 2020/7/21 12:43:29
URL:

@Daytona675x

Should it be possible to resize an FBO color attachment? I'm trying to use glTexImage2D to make texture match the changed viewport size but it seems to result in garbage output without GL or Nova errors.

I suppose it might be possible to re-create the FBO but it sounds a little bit overkill.

EDIT - this seems to work:

1) bind FBO
2) remove color attachment
3) resize texture
4) add color attachment again