

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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URL:

@Capehill

It should be possible if you use `glTexImage2D` and then call `glFramebufferTexture2D` again to explicitly update / notify the FBO accordingly.

I have to admit that I'm not sure about what the specs say here, whether a call to `glFramebufferTexture2D` is required or not / whether `glTexImage2D` should internally take care by itself that an FBO the texture is attached to gets updated.

But at this time our `ogles2` wants you to call `glFramebufferTexture2D` again, unless Nova internally readjusts things (if you got garbage that could be an indicator that Nova doesn't care neither without an explicit `FBindBuffer` or so).

EDIT: woops, apparently our last postings overlapped 😊

EDIT2: from what I read now so far it seems that this is a standard violation in my `ogles2` implementation, it should be enough to call `glFramebufferTexture2D` once to establish the connection. A resize of the texture via `glTexture2D` should from then on automatically trigger eventual FBO updates under the hood. I'm going to fix this asap.