

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Capehill

Date: : 2020/7/21 13:33:13

URL:

@Daytona675x

Ok. After some quick testing it seems that still have to remove the old color attachment before resize by `glTexImage2D`. Could it be that OGLEES2 ignores further attachments with same texture name (`!= 0`)?