

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Daytona675x

Date: : 2020/7/21 13:36:29

URL:

@Capehill

Yes, you are right, it doesn't trigger an FBO update if the same texture is being reattached. So right now a dummy attach(0) would be required a.t.m., just as you outlined above.