

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Daytona675x

Date: : 2020/7/21 20:08:54

URL:

@Capehill

Yo, done, new regular ogles2_3_wip.zip has been updated accordingly. The reason why it didn't work in my previous first shot from above was that I forgot to update the internally cached FBO width / height... 🤔