

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Daytona675x

Date: : 2020/7/22 8:41:12

URL:

@Capehill

Quote:

Tried even with 4 FBOs at the same time.

Yes, and it should also work if you attach the same texture to multiple FBOs. Also measures have been taken so that glTexture2D doesn't cost extra time in general. Was no 1-liner 😊

Quote:

Is there any estimate when v3.0 will be released to the public?

It should be inside the next official Enhancer update. Talked to Matthew about that yesterday.