

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Capehill

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URL:

@Daytona675x

Shadertoy uses floating point textures for Buffers A-D. For Shaderjoy, I am creating those like:

```
glTexImage2D(GL_TEXTURE_2D, level, GL_RGBA, width, height, border, GL_RGBA, GL_FLOAT, nullptr);
```

When using these with FBO there is a dot-like pattern produced along the triangle border but also in other places when there is enough contrast (?) between pixels. It sounds like a Nova issue but do you want test it yourself?