

Subject: : Qt

Topic: : Qt 6 progress

Re: Face of Qt 6

Author: : alfkil

Date: : 2021/9/26 13:18:55

URL:

Question : Is there a way to implement a toTexture function with ogles2.library? I think this came up earlier with the MiniGL port, and afair the answer was 'no'. Qt likes to use this for flushing of screen contents, but in case it shows to be impossible, there is a nifty workaround.