



# **PowerVR Supported Extensions**

## **OpenGL ES and EGL**

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# 1. Introduction

## 1.1. Document Overview

OpenGL extensions are a means for OpenGL implementations to provide new or expanded functionality that the core of OpenGL does not provide. Using extensions should not be looked on as something to be avoided; it should be accepted as standard practice for the OpenGL user. The purpose of this document is to serve as a reference for all of the extensions supported by Imagination's reference driver implementation.

*Note: While Imagination's reference driver implementation supports all of the extensions in this document it is the decision of our licensees as to which are exposed in their own implementations.*

## 2. EGL Extensions

### 2.1. EGL\_EXT\_create\_context\_robustness

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

EGL 1.4

#### Description

Several recent trends in how OpenGL integrates into modern computer systems have created new requirements for robustness and security for OpenGL rendering contexts. This extension introduces the concept of robust contexts for OpenGL ES, by providing context reset strategies on hardware resets, and concessions for robust buffer access.

The extension adds two new attributes for context creation:

- `EGL_CONTEXT_OPENGL_ROBUST_ACCESS_EXT`: This guarantees a level of safety for all buffer accesses in the context, so that attempting to access data outside of a buffer's bounds will result in undefined values being returned, but must not result in program termination. The exact behaviour of this is defined in the `GL_EXT_robustness` extension.
- `EGL_CONTEXT_OPENGL_RESET_NOTIFICATION_STRATEGY_EXT`: This allows users to force a context to be deleted in the event of it causing a hardware reset, notifying the application of such an event.

More information on what happens with these strategies is contained within the `GL_EXT_robustness` specification.

#### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

#### Registry Link

[http://www.khronos.org/registry/egl/extensions/EXT/EGL\\_EXT\\_create\\_context\\_robustness.txt](http://www.khronos.org/registry/egl/extensions/EXT/EGL_EXT_create_context_robustness.txt)

#### Example Code

```
// Create a robust context with hardware notifications
EGLint contextAttribs[] =
{
    EGL_CONTEXT_OPENGL_ROBUST_ACCESS_EXT, EGL_TRUE,
    EGL_CONTEXT_OPENGL_RESET_NOTIFICATION_STRATEGY_EXT, EGL_LOSE_CONTEXT_ON_RESET_EXT,
    EGL_NONE
};

EGLContext context = eglCreateContext(display, config, NULL, contextAttribs);
```

## 2.2. EGL\_IMG\_context\_priority

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.0, 1.1, 1.2, 1.3, 1.4, 1.5

### Description

This extension allows a developer to set the execution priority of an EGL context, by setting a new attribute when creating the context: `EGL_CONTEXT_PRIORITY_LEVEL_IMG`. This can be useful in a multi-process environment, where an API-utilising task can be considered lower or higher priority.

Three priority levels are described in this extension, `EGL_CONTEXT_PRIORITY_HIGH_IMG`, `EGL_CONTEXT_PRIORITY_MEDIUM_IMG` and `EGL_CONTEXT_PRIORITY_LOW_IMG`, meaning high, medium and low priority, respectively. By default, all contexts are created with medium priority, and so are on equal execution footing. The specification of the priority is only a hint though, and so can be ignored by the implementation - this is typical when, for example, high priority contexts are reserved for system processes.

A query is provided to obtain the real priority of the client after it has been created. Note that currently, all implementations of this extension set a priority per process, no matter how many contexts are in that process. To set multiple priorities, multiple processes must be used, and EGLImages typically used for sharing.

### Registry Link

[http://www.khronos.org/registry/egl/extensions/IMG/EGL\\_IMG\\_context\\_priority.txt](http://www.khronos.org/registry/egl/extensions/IMG/EGL_IMG_context_priority.txt)

### Example Code

```
// Set up the context attributes, specifying OpenGL ES 3.0 support and a low priority context.
EGLint contextAttribs[] =
{
    EGL_CONTEXT_CLIENT_VERSION, 3,
    EGL_CONTEXT_PRIORITY_LEVEL_IMG, EGL_CONTEXT_PRIORITY_LOW_IMG,
    EGL_NONE
};

// Create the context with the context attributes supplied
eglContext = eglCreateContext(eglDisplay, eglConfig, NULL, contextAttribs);
```

## 2.3. EGL\_KHR\_create\_context

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.4, 1.5

### Description

This extension enables a number of new context attributes to be specified in EGL to allow greater control of the returned context. The new functionality consists of four aspects; version control, core vs compatibility layer control for OpenGL, debugging (see extension GL\_KHR\_debug), and robustness in OpenGL (see desktop extension "GL\_ARB\_robustness"). This extension mirrors the desktop WGL\_ARB\_create\_context and GLX\_ARB\_create\_context extensions, and provides similar functionality through EGL.

#### Version Control

This part of the extension enables developers to explicitly create a context with a given level of API support. An explicitly defined EGL\_OPENGL\_ES3\_BIT is provided to query the new API via the original mechanism to make sure a compatible context is available, and then this extension allows developers to explicitly state which version of OpenGL ES they are actually going to be using. The two additional attributes to specify this are EGL\_CONTEXT\_MAJOR\_VERSION\_KHR (which is an alias for EGL\_CONTEXT\_CLIENT\_VERSION) and EGL\_CONTEXT\_MINOR\_VERSION\_KHR. Each then accepts an integer value specifying what version you require.

#### OpenGL Core vs. Compatibility

EGL\_OPENGL\_PROFILE\_MASK\_KHR allows a developer to specify EGL\_CONTEXT\_OPENGL\_CORE\_PROFILE\_BIT\_KHR or EGL\_CONTEXT\_OPENGL\_COMPATIBILITY\_PROFILE\_BIT\_KHR to explicitly choose a core or compatibility context when using the OpenGL client API.

There is also a bit that can be set for EGL\_CONTEXT\_FLAGS\_KHR which tells the implementation to return only OpenGL contexts which do not support functionality marked as deprecated by any version of OpenGL after OpenGL 3.0. Further information on this is available in the OpenGL specification.

#### Debug Contexts

When the GL\_KHR\_debug extension exists in a client OpenGL/ES API, this bit flag tells the implementation to enable debug functionality for that API. This is necessary to inform the underlying implementation that debug information should be tracked. This bit should only be set for purposes of debugging, and not in shipping code.

## OpenGL Robustness

When setting `EGL_CONTEXT_FLAGS_KHR`, the `EGL_CONTEXT_OPENGL_ROBUST_ACCESS_BIT_KHR` bit is provided to allow a user to require buffer access to remain robust as defined in the `GL_ARB_robustness` extension.

Various problems in either hardware or software can occasionally cause a hardware reset in a GPU. Unlike a CPU, these can typically be recovered from without having to restart the device - though setting up the underlying context again is usually a necessity. Setting `EGL_CONTEXT_OPENGL_RESET_NOTIFICATION_STRATEGY_KHR` to either `EGL_NO_RESET_NOTIFICATION_KHR` or `EGL_LOSE_CONTEXT_ON_RESET_KHR` will set the behaviour to either notify the user or ignore it, as defined by `GL_ARB_robustness` using `GL_NO_RESET_NOTIFICATION_ARB` and `GL_LOSE_CONTEXT_ON_RESET_ARB` respectively. Note that this only affects **OpenGL** contexts, **not OpenGL ES** contexts, which are handled by `EGL_KHR_create_context_robustness`.

### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

### Registry Link

[http://www.khronos.org/registry/egl/extensions/KHR/EGL\\_KHR\\_create\\_context.txt](http://www.khronos.org/registry/egl/extensions/KHR/EGL_KHR_create_context.txt)

### Example Code

```
// Set up the config attributes, specifying that we want a config with Window support and ES3
// compatibility.
EGLint configAttribs[] =
{
    EGL_SURFACE_TYPE, EGL_WINDOW_BIT,
    EGL_RENDERABLE_TYPE , EGL_OPENGL_ES3_BIT_KHR,
    EGL_NONE
};

// Choose an appropriate configuration - just get the first available one that matches here
EGLint iConfigs;
EGLConfig eglConfig;
eglChooseConfig(eglDisplay, configAttribs, &eglConfig, 1, &iConfigs);

// Set up the context attributes, specifying OpenGL ES 3.0 support and a debug context.
EGLint contextAttribs[] =
{
    EGL_CONTEXT_MAJOR_CLIENT_VERSION, 3,
    EGL_CONTEXT_MINOR_CLIENT_VERSION, 0,
    EGL_CONTEXT_FLAGS_KHR, EGL_CONTEXT_OPENGL_DEBUG_BIT_KHR,
    EGL_NONE
};

// Create the context with the context attributes supplied
eglContext = eglCreateContext(eglDisplay, eglConfig, NULL, contextAttribs);
```



## 2.4. EGL\_KHR\_fence\_sync

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.1, 1.2, 1.3, 1.4

### Description

This extension introduces sync objects to EGL, and provides application developers with a mechanism of notifying the CPU when a GPU operation has completed. Fence sync objects are inserted into the GL command stream immediately after the call which the user wants to be notified about or wait on. Any thread can then make a call to `eglClientWaitSync()` to wait for the GPU to finish what it's doing, with a user specified timeout. A timeout of 0 equates to simply querying whether it's complete yet, similar to how queries work in later versions of OpenGL ES. A common use case for this is to be loading resources on one thread, and informing the CPU when it can start submitting calls on another thread that can actually draw with them. The benefits of such multi-threaded rendering can allow developers to create games with seamless loading. To actually interact with client APIs such as OpenGL ES, the client API needs to have an extension that specifies it will be inserted into the same command stream. For OpenGL ES this is `GL_OES_EGL_sync`.

### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/EGL\\_KHR\\_fence\\_sync.txt](http://www.khronos.org/registry/gles/extensions/OES/EGL_KHR_fence_sync.txt)

### Example Code

```
// Create a fence sync object - there are no valid attributes that can be passed in so pass
// NULL or an attribute list containing only EGL NONE.
EGLSyncKHR eglFenceSync = eglCreateSyncKHR(eglDisplay, EGL_SYNC_FENCE_KHR, NULL);

/*
    Wait for the sync object, flushing the context so it definitely completes in finite time.
    This call will wait forever until the context finishes what it's doing.
    This also works as a more flexible and guaranteed version of glFlush/glFinish, as you can
    specify a timeout.
*/
EGLint waitResult = eglClientWaitSyncKHR(eglDisplay, eglFenceSync,
EGL_SYNC_FLUSH_COMMANDS_BIT_KHR, EGL_FOREVER_KHR);

// Destroy the fence sync object once we're done with it.
EGLBoolean success = eglDestroySyncKHR(eglDisplay, eglFenceSync);
```

## 2.5. EGL\_KHR\_gl\_renderbuffer\_image

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.2, 1.3, 1.4

### Description

This extension extends EGL\_KHR\_image\_base, and enables EGLImages to be created from a source renderbuffer from OpenGL. This particular extension string denotes that an EGLImage can be created from a renderbuffer. This extension is also required to create an OpenGL renderbuffer from an EGLImage when GL\_KHR\_image is supported in the implementation.

### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

### Registry Link

[http://www.khronos.org/registry/egl/extensions/KHR/EGL\\_KHR\\_gl\\_image.txt](http://www.khronos.org/registry/egl/extensions/KHR/EGL_KHR_gl_image.txt)

### Example Code

```
// Create an EGLImageKHR from an OpenGL ES Renderbuffer
EGLImageKHR eglImage = eglCreateImageKHR(eglDisplay, eglOpenGLESContext,
EGL_GL_RENDERBUFFER_KHR, (EGLClientBuffer)anOpenGLRenderbuffer, NULL);
```

## 2.6. EGL\_KHR\_gl\_texture\_2D\_image

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.2, 1.3, 1.4

### Description

This extension extends EGL\_KHR\_image\_base, and enables EGLImages to be created from a source texture from OpenGL. This particular extension string denotes that an EGLImage can be created from a basic 2D texture. This extension is also required to create an OpenGL texture from an EGLImage when GL\_KHR\_image is supported in the implementation.

### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

### Registry Link

[http://www.khronos.org/registry/egl/extensions/KHR/EGL\\_KHR\\_gl\\_image.txt](http://www.khronos.org/registry/egl/extensions/KHR/EGL_KHR_gl_image.txt)

### Example Code

```
// Attributes that tell the CreateImage command to use the first level of the texture
// (NB: This is the default and doesn't actually need to be specified, it's just for
// illustration.)
EGLint imageAttributes[] =
{
    EGL_GL_TEXTURE_LEVEL, 0,
    EGL_NONE
};

// Create an EGLImageKHR from an OpenGL ES Texture. The context which contains the OpenGL ES
// texture must be specified, as OpenGL ES is supported by an EGLContext.
EGLImageKHR eglImage = eglCreateImageKHR(eglDisplay, eglOpenGLESTexture,
EGL_GL_TEXTURE_2D_KHR, (EGLClientBuffer)anOpenGLTexture, imageAttributes);
```

## 2.7. EGL\_KHR\_gl\_texture\_cubemap\_image

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.2, 1.3, 1.4

### Description

This extension extends EGL\_KHR\_image\_base, and enables EGLImages to be created from a source texture from OpenGL. This particular extension string denotes that an EGLImage can be created from a cubemap texture. This extension is also required to create an OpenGL texture from an EGLImage when GL\_KHR\_image is supported in the implementation.

### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

### Registry Link

[http://www.khronos.org/registry/egl/extensions/KHR/EGL\\_KHR\\_gl\\_image.txt](http://www.khronos.org/registry/egl/extensions/KHR/EGL_KHR_gl_image.txt)

### Example Code

```
// Attributes that tell the CreateImage command to use the first level of the texture
// (NB: This is the default and doesn't actually need to be specified, it's just for
// illustration.)
EGLint imageAttributes[] =
{
    EGL_GL_TEXTURE_LEVEL, 0,
    EGL_NONE
};

// Create an EGLImageKHR from an OpenGL ES Cubemap Texture. The target in this case specifies
// that the image is created from the positive X face of the cubemap, as EGLImages are 2D
// only.
EGLImageKHR eglImage = eglCreateImageKHR(eglDisplay, eglOpenGLESTexture,
EGL_GL_TEXTURE_CUBE_MAP_POSITIVE_X_KHR, (EGLClientBuffer)anOpenGLCubeMap, imageAttributes);
```

## 2.8. EGL\_KHR\_image

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.2, 1.3, 1.4

### Description

This was originally the extension which defined EGLImages, but pixmaps were core to this extension's operation. Subsequent implementations have wanted to support EGLImages without having pixmap support, and so this has been split into two extensions. EGL\_KHR\_image\_base and EGL\_KHR\_image\_pixmap are the two child extensions which when supported together are the equivalent of EGL\_KHR\_image.

### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

### Registry Link

[http://www.khronos.org/registry/egl/extensions/KHR/EGL\\_KHR\\_image.txt](http://www.khronos.org/registry/egl/extensions/KHR/EGL_KHR_image.txt)

### Example Code

```
// Create an EGLImageKHR from an EGL Pixmap
EGLImageKHR eglImage = eglCreateImageKHR(eglDisplay, eglOpenGLESTexture,
EGL_NATIVE_PIXMAP_KHR, (EGLClientBuffer)anEGLPixmap, NULL);
```

## 2.9. EGL\_KHR\_image\_base

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.2, 1.3, 1.4

### Description

This extension introduces image objects to EGL, which are a way of defining a somewhat generic object which stores something that may be considered an array of image data; textures, renderbuffers, pixmaps and the like. This extension defines what an EGLImage is to a developer, and makes no assumptions about the underlying data - internally data is stored in a format that is friendly to whatever client APIs are supported by a given implementation. This extension also does not define any source targets for creating an EGLImage, this extension on its own is of little use beyond defining the object itself and the interface. Extensions which add functionality to create EGLImages from various sources are listed below:

- EGL
  - EGL\_KHR\_image\_pixmap
- OpenGL/ES
  - EGL\_KHR\_gl\_texture\_2D\_image
  - EGL\_KHR\_gl\_texture\_cubemap\_image
  - EGL\_KHR\_gl\_texture\_3D\_image
  - EGL\_KHR\_gl\_renderbuffer\_image
- OpenCL
  - EGL\_IMG\_cl\_image
- Android
  - EGL\_ANDROID\_image\_native\_buffer
- Linux
  - EGL\_EXT\_image\_dma\_buf\_import
- OpenVG
  - EGL\_KHR\_vg\_parent\_image

Other various client extensions enable the creation of a client object from an EGLImage, such as GL\_KHR\_EGL\_image.

### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

### Registry Link

[http://www.khronos.org/registry/egl/extensions/KHR/EGL\\_KHR\\_image\\_base.txt](http://www.khronos.org/registry/egl/extensions/KHR/EGL_KHR_image_base.txt)

### Example Code

```
// Create an EGLImageKHR from an EGL Pixmap
EGLImageKHR eglImage = eglCreateImageKHR(eglDisplay, eglOpenGLESText,
EGL_NATIVE_PIXMAP_KHR, (EGLClientBuffer)anEGLPixmap, NULL);
```

## 2.10. EGL\_KHR\_image\_pixmap

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.2, 1.3, 1.4, 1.5

### Description

This extension extends EGL\_KHR\_image\_base, and enables the creation of an EGLImage an EGLNativePixmapType.

**Note:** This extension is not explicitly exposed on PowerVR hardware, but is implied as supported whenever EGL\_KHR\_image is present, as it is a compound extension which includes both this and EGL\_KHR\_image\_base.

### Registry Link

[http://www.khronos.org/registry/egl/extensions/KHR/EGL\\_KHR\\_image\\_pixmap.txt](http://www.khronos.org/registry/egl/extensions/KHR/EGL_KHR_image_pixmap.txt)

### Example Code

```
// Create an EGLImageKHR from an EGL Pixmap
EGLImageKHR eglImage = eglCreateImageKHR(eglDisplay, eglOpenGLESContext,
EGL_NATIVE_PIXMAP_KHR, (EGLClientBuffer)anEGLPixmap, NULL);
```

## 2.11. EGL\_KHR\_surfaceless\_context

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

EGL 1.0, 1.1, 1.2, 1.3, 1.4

### Description

Applications that do not want to use any sort of main framebuffer, currently still need to create an `EGLSurface` to make a context current. `EGL_KHR_surfaceless_context` adds the ability to create a context without a surface, primarily for applications outside of OpenGL ES where interop is required. It is also useful for OpenGL ES applications that wish to perform purely off-screen rendering into framebuffer objects, but the OpenGL ES context has to support `GL_OES_surfaceless_context` as well for it to be compatible.

### Note

This functionality is core to EGL 1.5, so the extension is no longer needed.

### Registry Link

[https://www.khronos.org/registry/egl/extensions/KHR/EGL\\_KHR\\_surfaceless\\_context.txt](https://www.khronos.org/registry/egl/extensions/KHR/EGL_KHR_surfaceless_context.txt)

### Example Code

```
// Make a context current without any surfaces
eglMakeCurrent(display, EGL_NO_SURFACE, EGL_NO_SURFACE, context);
```



## 3. OpenGL ES Extensions

### 3.1. GL\_ANDROID\_extension\_pack\_es31a

#### Supported Hardware

Series6XT

#### Valid APIs

OpenGL ES 3.1

#### Description

This extension adds no functionality by itself, but rather is a guarantee of a set of other functionality being supported via other extensions - and thus don't need to be checked for individually. If this extension is supported, the following set of extensions is guaranteed to be supported:

- KHR\_debug
- KHR\_texture\_compression\_astc\_ldr
- KHR\_blend\_equation\_advanced
- OES\_sample\_shading
- OES\_sample\_variables
- OES\_shader\_image\_atomic
- OES\_shader\_multisample\_interpolation
- OES\_texture\_stencil8
- OES\_texture\_storage\_multisample\_2d\_array
- EXT\_copy\_image
- EXT\_draw\_buffers\_indexed
- EXT\_geometry\_shader
- EXT\_gpu\_shader5
- EXT\_primitive\_bounding\_box
- EXT\_shader\_io\_blocks
- EXT\_tessellation\_shader
- EXT\_texture\_border\_clamp
- EXT\_texture\_buffer
- EXT\_texture\_cube\_map\_array
- EXT\_texture\_sRGB\_decode

## 3.2. GL\_APPLE\_texture\_2D\_limited\_npot

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

This extension adds limited support for non-power-of-two (NPOT) textures in OpenGL ES 1.x. specifically; users are now able to create 2D textures with NPOT dimensions. This relaxation does not apply to cubemaps or 3D textures. There are also several limitations:

- Texture Wrap Modes
  - Only GL\_CLAMP\_TO\_EDGE may be used as a wrap mode when sampling from an NPOT texture.
- MIPMapping
  - MIP Mapping is not supported.
  - Only minification filters GL\_NEAREST or GL\_LINEAR are allowed.
  - glGenerateMIPMap does not work.

Most of these restrictions are lifted if GL\_OES\_texture\_npot is present.

### Note

This functionality is core to OpenGL ES 2.0 and 3.0. All limitations on non-power of two textures are lifted for OpenGL ES 3.0

### Example Code

```
// Upload a texture with dimensions of 15 by 47. Typically this isn't supported without
// extension support.
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA, 15, 47, 0, GL_RGBA, GL_UNSIGNED_BYTE, pixelData);

// Only the following parameters are specifiable, anything else is invalid (including the
// default texture parameters!).
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP_TO_EDGE);
```

### 3.3. GL\_EXT\_blend\_minmax

#### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0

#### Description

This extension adds two additional blending modes to OpenGL ES; GL\_MIN\_EXT and GL\_MAX\_EXT. These two blend modes compare the source and destination colours, and the result of the comparison will be the minimum/maximum colour that was written. Each component is operated on separately, so that it is entirely possible to have an output colour that has channel values from multiple different polygons.

#### Note

This functionality is core to OpenGL ES 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/blend\\_minmax.txt](http://www.khronos.org/registry/gles/extensions/EXT/blend_minmax.txt)

#### Example Code

```
// Set the blend equation to use additive blending
glBlendEquation(GL_FUNC_ADD_EXT);

// Set the blend equation to use minimum value blending
glBlendEquation(GL_MIN_EXT);

// Set the blend equation to use maximum value blending
glBlendEquation(GL_MAX_EXT);
```

### 3.4. GL\_EXT\_color\_buffer\_float

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 3.x

#### Description

Rendering to a floating point buffer has been a core part of the desktop GL specification for a long time now, but was not included in the OpenGL ES 3.0 specification. This extension adds that functionality to ES3.0 class hardware, allowing users to output floating point values from fragments, enabling things like HDR rendering and advanced post-processing techniques that need a higher range or precision than fixed point values provide.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_color\\_buffer\\_float.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_color_buffer_float.txt)

#### Example Code

```
// Create a floating point colour buffer (texture)
GLint floatingPointColourBuffer = glTexStorage(GL_TEXTURE_2D, 1, GL_RGBA32F, 1024, 1024);

// Attach it to a framebuffer. This would usually result in an incomplete framebuffer without
// this extension.
glFramebufferTexture2D(GL_DRAW_FRAMEBUFFER, GL_COLOR_ATTACHMENT0, GL_TEXTURE_2D,
floatingPointColourBuffer, 0);
```

## 3.5. GL\_EXT\_copy\_image

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.x

### Description

This extension adds the ability to do a copy of data between two images, without any need to bind or involve the rendering pipeline. Functionally this is roughly equivalent to a memcpy in C/C++.

### Example Code

```
// Copy all of renderBuffer's data into the top MIP level of texture
glCopyImageSubDataEXT(renderBuffer, GL_RENDERBUFFER, 0, 0, 0, 0,
                      texture, GL_TEXTURE_2D, 0, 0, 0, 0,
                      renderBufferWidth, renderBufferHeight, 1);

// Copy data from the bottom left of texture to the top right of the same texture
glCopyImageSubDataEXT(texture, GL_TEXTURE_2D, 0, 0, 0, 0,
                      texture, GL_TEXTURE_2D, 0, textureWidth/2, textureHeight/2, 0,
                      textureWidth/2, textureHeight/2, 1);
```

## 3.6. GL\_EXT\_debug\_marker

### Supported Hardware

Series5, Series5XT

### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

### Description

This extension enables developers to insert debug markers into the command stream, which are essentially a way of annotating code in GL tracing tools such as PVRTrace. There are no other benefits to this extension beyond this, as runtime markers could be introduced by an application developer themselves if they needed a way to label parts of their code.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_debug\\_marker.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_debug_marker.txt)

### Note

This extension's functionality has been absorbed into GL\_KHR\_debug, which adds additional functionality and should be used preferentially. As a result, this extension is now considered deprecated.

### Example Code

```
// Insert a regular event marker, used effectively as a simple string annotation to your code.
glInsertEventMarkerEXT(0, "This is a debug marker annotation");

// Signal that any following functions belong to a nested functionality group. For instance,
// this might denote the start of a function which renders a specific object.
glPushGroupMarkerEXT(0, "This is a group of functionality.");

// End the previously defined functionality group
glPopGroupMarkerEXT();
```

### 3.7. GL\_EXT\_discard\_framebuffer

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT (ES2/3 only)

#### Valid APIs

OpenGL ES 1.x, 2.0

#### Description

Generally, OpenGL ES is expected to have the result of a render stored into memory so that it can be used for later computation. If the storage memory is also the memory that is being rendered to then this isn't a huge problem. However, in cases where the result of a render is stored in a temporary buffer to be written out later, bandwidth is wasted in copying this data out if it isn't going to be used. This extension provides a mechanism for users to explicitly state that they don't need to store part of the render output, allowing the underlying implementation to avoid the costly data copy, and potentially improving performance.

#### Note

This functionality is core to OpenGL ES 3.0 however a different function, "glInvalidateFramebuffer", is used instead. This function works identically to glDiscardFramebufferEXT, but was renamed and re-specified to be brought in line with other OpenGL functionality.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_discard\\_framebuffer.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_discard_framebuffer.txt)

#### Example Code

```
// Finish rendering to a particular framebuffer
glDraw(...);

// Specify attachments to discard, typically depth and stencil are discarded in this way.
GLenum discardAttachments[] =
{
    GL_DEPTH_ATTACHMENT,
    GL_STENCIL_ATTACHMENT
};

// Discard the framebuffer's contents which we aren't interested in
glDiscardFramebufferEXT(GL_FRAMEBUFFER, sizeof(discardAttachments)/sizeof(GLenum),
discardAttachments);

// The next call should always be a framebuffer change, nothing should occur between this and
// the discard.
glBindFramebuffer(0);

// Clearing will prevent any data being written back to on-chip memory as well.
glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT | GL_STENCIL_BUFFER_BIT);
```

## 3.8. GL\_EXT\_draw\_buffers

### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0

### Description

Typically only one colour output is enabled by default in OpenGL ES 2.0, and whilst querying for additional colour buffers has exists, the base OpenGL ES 2.0 specification does not allow for additional colour buffers. This extension adds language and functionality that enable up to a maximum of 16 total colour buffers per framebuffer object, though the actual available number varies by platform. The main benefit of this extension is to reduce the number of draw passes in a scene, as a number of techniques need more than 4 channels of data to output for a given scene, usually for further calculation. Without additional colour buffers, developers are forced to render the same data multiple times, or sacrifice precision by packing data.

This functionality is also more commonly known as "Multiple Render Targets" or MRTs.

### Note

This functionality is core to OpenGL ES 3.0.

### Example Code

```
// Attach a texture to a framebuffer, using a colour attachment beyond 0.
glFramebufferTexture2D(GL_DRAW_FRAMEBUFFER, GL_COLOR_ATTACHMENT1, GL_TEXTURE_2D,
aTextureColourBuffer, 0);

// The writable draw buffers also need to be set separately. In this instance there are two
// colour buffers. Create a list and allow them to be rendered to.
GLenum buffers[2] = {GL_COLOR_ATTACHMENT0, GL_COLOR_ATTACHMENT1};
glDrawBuffers(2, buffers);
```



## 3.9. GL\_EXT\_geometry\_point\_size

### Supported Hardware

Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

This extension adds programmable point size to the geometry shader, and allows resizing of generated point sprites that come through as input - useful for things like particle effects.

### Example GLSL

```
#extension GL_EXT geometry shader : require
#extension GL_EXT geometry point size : require
#extension GL_EXT shader io blocks : require

// Take in point primitives.
layout(points) in;

// Output up to 1 line primitive - needs at least two vertices (one line).
layout(points, max vertices = 1) out;

void main()
{
    // Re-emit the point primitive - at twice the size
    gl_Position = gl_in[0].gl_Position + vec4(0.0,-0.1, 0.0, 0.0);
    gl_PointSize = gl_in[0].gl_PointSize * 2.0f;
    EmitVertex();

    // End the (point) primitive
    EndPrimitive();
}
```

## 3.10. GL\_EXT\_geometry\_shader

### Supported Hardware

Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

Geometry Shaders are a new programmable pipeline step that sits in the current OpenGL ES pipeline directly after primitive assembly, and before clipping, culling etc. This stage allows access to the vertices in the primitive constructed by the earlier phases, in order to interpret them and re-emit new geometry. For example, the vertex shader and primitive assembly could output single point primitives, and the geometry shader could convert this into a set of triangles for further processing. Geometry shaders can be used for a form of tessellation, but this is considered superseded by EXT\_tessellation\_shader. Geometry shaders can also discard primitives.

### Adjacency Primitives

As well as the standard GL primitives, this extension adds four new primitive types: LINES\_ADJACENCY, LINE\_STRIP\_ADJACENCY, TRIANGLES\_ADJACENCY and TRIANGLE\_STRIP\_ADJACENCY. These new types function the same as their non-adjacency counterparts everywhere except the geometry shader. In the geometry shader, these modes allow access to neighbouring vertices for each vertex. These neighbouring vertices can be useful as control points to bound any transformations done on input geometry.

### Multiple Invocations

As well as allowing multiple outputs, geometry shaders can actually run over the same input geometry multiple times as a form of instancing - allowing the same inputs to generate multiple outputs with different properties. By default, only one invocation is executed, but multiple can be processed with the layout qualifier - "invocations = integer-constant".

### Layered Rendering

For use cases such as stereoscopic (or other multi-view) rendering, it is often desirable to do some vertex shading only once, rather than repeating it over and over for each view. Geometry shader functionality described so far can allow this by using multiple invocations to transform geometry from different angles, but each view may need to be output to a separate render target. To handle this use case, this extension adds functionality called layered rendering, which allows framebuffer to be created with multiple layers. The geometry shader can then choose which layer its outputs will be sent to via the special gl\_Layer output value.

### Inputs

Geometry shader inputs come in the form of Shader IO blocks - including the built-in inputs. Built-in inputs match the built-in vertex shader outputs, but are passed through a built-in io block: gl\_in. This is to distinguish them from output values. Note that this block does not include point size unless EXT\_geometry\_point\_size is supported and enabled.

Each io block is actually an array of blocks, and each is either implicitly (or explicitly) sized to the number of vertices available for each primitive type (e.g. 1 for a point, 2 for a line, 3 for a triangle, etc.).

As well as the built-in block for vertex shader outputs, two additional values are provided:

- gl\_PrimitiveIDIn, which is a counter that describes how many primitives have been processed by the shader during this render.
- gl\_InvocationID, which indicates how many times this shader has been invoked using Multiple Invocations.

## Outputs

Geometry shader outputs are the same as inputs, except for the built-in values, which are not part of an io block - instead they are free variables in the same way as they are in a vertex shader. `gl_PrimitiveID` is also provided as a modifiable output value that is passed on towards the fragment shader.

## Example Code

```
// Create a Geometry Shader
GLuint geometryShader = glCreateShader(GL_GEOMETRY_SHADER_EXT);
```

## Example GLSL

```
#extension GL_EXT_geometry_shader : require
#extension GL_EXT_shader_io_blocks : require

// Take in point primitives.
layout(points) in;

// Output up to 1 line primitive - needs at least two vertices (one line).
layout(lines, max_vertices = 2) out;

void main()
{
    // Emit the first vertex for the output primitive - below the original point
    gl_Position = gl_in[0].gl_Position + vec4(0.0, -0.1, 0.0, 0.0);
    EmitVertex();

    // Emit the second vertex for the output primitive - above the original point
    gl_Position = gl_in[0].gl_Position + vec4(0.0, 0.1, 0.0, 0.0);
    EmitVertex();

    // End the (line) primitive
    EndPrimitive();
}
```

## 3.11. GL\_EXT\_gpu\_shader5

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

This extension adds a number of useful, but miscellaneous features to the OpenGL ES shading language. These features are as follows:

- support for indexing into arrays of opaque types (samplers, and atomic counters) using dynamically uniform integer expressions;
- support for indexing into arrays of images and shader storage blocks using only constant integral expressions;
- extending the uniform block capability to allow shaders to index into an array of uniform blocks;
- a "precise" qualifier allowing computations to be carried out exactly as specified in the shader source to avoid optimization-induced invariance issues (which might cause cracking in tessellation);
- new built-in functions supporting:
  - fused floating-point multiply-add operations;
- extending the textureGather() built-in functions provided by OpenGL ES Shading Language 3.10:
  - allowing shaders to use arbitrary offsets computed at run-time to select a 2x2 footprint to gather from; and
  - allowing shaders to use separate independent offsets for each of the four texels returned, instead of requiring a fixed 2x2 footprint.

## Example GLSL

```
#extension GL_EXT_gpu_shader5 : require

uniform lowp sampler2DArray arrayOfTextureArrays[8];
uniform lowp sampler2D gatherableTexture;

in highp vec2 textureCoords;

in highp float a, b, c;

void main()
{
    ...

    // Loop through and reference each member of an array of texture arrays.
    highp vec4 value = vec4(0.0);
    for (uint i = 0; i < 8; ++i)
    {
        for (uint j = 0; j < 8; ++j)
        {
            value += texture(arrayOfTextureArrays[i], vec3(textureCoords, j));
        }
    }
    ...

    // Perform an explicit fused multiply-add
    highp float result;
    result = fma(a,b,c);

    ...

    // Ensure that no optimisations are done on any calculations that affect the result of
    a value (result2);
    precise highp float result2;
    result2 = a * b + c;

    ...

    // Gather four texels from a texture that aren't necessarily neighbours, obtaining the
    red channel.
    ivec2 offsets[4] = {ivec2(0,0), ivec2(5, 0), ivec2(5, 5), ivec2(0, 5)};
    vec4 gatheredTexels = textureGatherOffsets(gatherableTexture, textureCoords, offsets,
0);

    ...
}
```

## 3.12. GL\_EXT\_multi\_draw\_arrays

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

### Description

This extension adds two new functions to OpenGL ES; `glMultiDrawArrays` and `glMultiDrawElements`. These functions perform the same tasks as `glDrawArrays/Elements`, but also allow the users to render multiple primitive groups in one function call. In other words, one "`glMultiDrawArrays`" is equivalent to multiple "`glDrawArrays`" with the same rendering state.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/multi\\_draw\\_arrays.txt](http://www.khronos.org/registry/gles/extensions/EXT/multi_draw_arrays.txt)

### Example Code

```
// Setup lists of buffer offsets and triangle counts
GLint firsts[] = {0, 32};
GLsizei counts[] = {32, 32};

// If multiple vertex objects share the same draw state (blending, depth testing, shaders,
// textures, etc.) then multi-draw can be called on them all at once, rather than calling
// glDraw multiple times.
glMultiDrawArrays(GL_TRIANGLES, firsts, counts, 2);
```

### 3.13. GL\_EXT\_multisampled\_render\_to\_texture

#### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

#### Description

This extension adds multisampled rendering capabilities to OpenGL ES, allowing a user to create multisampled render buffers, and attach textures to a framebuffer in a way that they can be used for multisampled renders. By enabling textures to be attached as multisampled but without using actual multisample textures, a significant amount of bandwidth can be saved. This mode of operation enables multisampled anti-aliasing to smooth lines at the edges of polygons and reduce the appearance of jagged lines. This is functionally equivalent to GL\_IMG\_multisampled\_render\_to\_texture on PowerVR hardware.

#### Note

Part of this functionality is core to OpenGL ES 3.0. The framebuffer functionality is present in core; however the multisampled texture attachment is not.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_multisampled\\_render\\_to\\_texture.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_multisampled_render_to_texture.txt)

#### Example Code

```
// Create a multisampled depth renderbuffer
GLint depthBuffer = glRenderbufferStorageMultisampleEXT(GL_RENDERBUFFER, 4,
GL_DEPTH_COMPONENT16, 1024, 1024);

// Attach the renderbuffer to the framebuffer as per usual. Note: If one attachment is
// multi-sampled, all attachments need to be. If there is a mix, the framebuffer will be
// incomplete.
glFramebufferRenderbuffer(GL_FRAMEBUFFER, GL_DEPTH_ATTACHMENT, GL_RENDERBUFFER, depthBuffer);

// Create a regular colour buffer (texture). This extension doesn't introduce multi-sample
// textures, instead attaching regular textures that multi-sampling will resolve to before
// writing out.
GLint colourBuffer = glTexStorage(GL_TEXTURE_2D, 1, GL_RGBA8, 1024, 1024);

// Attach it to a framebuffer as multisampled, so that OpenGL ES knows that it should resolve
// a multisampled render to this texture.
glFramebufferTexture2DMultisampleEXT(GL_FRAMEBUFFER, GL_COLOR_ATTACHMENT0, GL_TEXTURE_2D,
colourBuffer, 0);
```

### 3.14. GL\_EXT\_occlusion\_query\_boolean

#### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0

#### Description

This extension adds two new mechanisms to OpenGL ES 2.0 - Querying and Boolean Occlusion Queries.

Querying is a mechanism which allows the user to request information from the hardware directly, often allowing access to information that the hardware can gather with easily that would otherwise require expensive software checks. As modern GPUs work asynchronously to the CPU, querying does not instantly return a value; instead, a result is requested, and then at some point in the future the GL implementation will have a response ready. App developers can check when that query is ready, and then access that value.

Boolean occlusion queries use the querying mechanism to allow app developers to find out if an object they've been sending down the pipeline is actually visible or not. The result of the query can then be used in subsequent frames to determine whether or not to draw the object again. This allows a developer to better balance the load between software culling and hardware visibility tests.

#### Note

This functionality is core to OpenGL ES 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_occlusion\\_query\\_boolean.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_occlusion_query_boolean.txt)



### 3.15. GL\_EXT\_pvrtc\_sRGB

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0, OpenGL ES 3.x

#### Description

This extension allows PVRTC texture data (see IMG\_texture\_compression\_pvrtc and IMG\_texture\_compression\_pvrtc2) to be interpreted as sRGB values when sampled by a shader, and automatically convert those values to linear space.

#### Example Code

```
// Create a PVRTC1 4bpp sRGB without alpha texture
glTexStorage2D(GL_TEXTURE_2D, textureLevels, GL_COMPRESSED_SRGB_PVRTC_4BPPV1_EXT,
textureWidth, textureHeight);

// Create a PVRTC2 2bpp sRGB texture
glTexStorage2D(GL_TEXTURE_2D, textureLevels, GL_COMPRESSED_SRGB_ALPHA_PVRTC_2BPPV2_IMG,
textureWidth, textureHeight);
```

### 3.16. GL\_EXT\_read\_format\_bgra

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.1, OpenGL ES 2.0, OpenGL ES 3.x

#### Description

This extension adds additional formats that can be used when calling `glReadPixels`. Specifically it allows the format "BGRA\_EXT" to be paired with `UNSIGNED_BYTE`, `UNSIGNED_SHORT_4_4_4_4_REV_EXT` or `UNSIGNED_SHORT_5_5_5_1_REV_EXT`, giving alternative byte/bit-ordering schemes for the returned pixels.

#### Example Code

```
// Read pixel data back as BGRA8888
GLubyte returnedData[width * height * 4];
glTexStorage2D(0, 0, width, height, GL_BGRA_EXT, GL_UNSIGNED_BYTE, (GLvoid*)returnedData);
```

## 3.17. GL\_EXT\_robustness

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.1, 2.0, 3.x

### Description

Several recent trends in how OpenGL integrates into modern computer systems have created new requirements for robustness and security for OpenGL rendering contexts. This extension introduces a number of security features to OpenGL ES which increase the safety of executing a program running untrusted content, such as in WebGL.

This extension adds two new features:

- **User Notifications:** it adds user notifications for when hardware resets occur, and gives indications over whether a particular context caused it by indicating if it was guilty or not. This is achieved via calls to `glGetGraphicsResetStatus`, which returns if any hardware resets have occurred since the last call to the function. The reset status will either be `GL_NO_ERROR` if no reset occurred, `GL_GUILTY_CONTEXT_RESET_EXT` if the current context caused a reset, `GL_INNOCENT_CONTEXT_RESET_EXT` if a reset was caused by another context, and `GL_UNKNOWN_CONTEXT_RESET_EXT` if a reset was caused with no obvious reason. This feature is only active if a context has been created with hardware reset notifications enabled, as described in `EGL_EXT_create_context_robustness`.
- **Robust API Calls:** The other feature it adds is a number of safer entry points for the handful of functions which could potentially cause unintended buffer overruns. The new functions are `glReadnPixelsEXT`, `glGetnUniformfvEXT` and `glGetnUniformivEXT`, superceding `glReadPixels`, `glGetUniformfv` and `glGetUniformiv` respectively. These new functions add a `bufSize` parameter which allows the user to specify exactly how much storage space has been supplied for the result.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_robustness.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_robustness.txt)

### Example Code

```
// Use the robust read pixels function to return a known amount of data
#define BUFFER_SIZE 72
struct
{
    GLubyte red;
    GLubyte green;
    GLubyte blue;
    GLubyte alpha;
} colourOutputBuffer[BUFFER_SIZE];

// Ask for 73 RGBA pixels, but only provide storage for 72 pixels. The last pixel will be
discarded rather than overrunning the buffer.
glReadnPixelsEXT(0, 0, 73, 1, GL_RGBA, GL_UNSIGNED_BYTE, sizeof(colourOutputBuffer),
(GLvoid*)colourOutputBuffer);
```

## 3.18. GL\_EXT\_separate\_shader\_objects

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0, 3.0

### Description

Conventional GLSL requires multiple shader stages (vertex and fragment) to be linked into a single monolithic program object to specify a GLSL shader for each stage. While this approach allows early optimisation opportunities, the hardware allows more flexibility, allowing developers to mix and match shaders at draw time instead.

This extension introduces program pipeline objects which act as containers for multiple program objects, each bound to different shader stages, to make up the equivalent of a monolithic program for fast switching, or users can bind individual shaders at run time. It also introduces a new way to update uniforms, without requiring a bind, reducing API overhead and reducing developer burden.

As well as API changes, this extension adds layout qualifiers to OpenGL ES Shading Language 1.0, so that shaders can have their inputs and outputs match up correctly even if their names do not.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_separate\\_shader\\_objects.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_separate_shader_objects.txt)

### Example Code

```
// Create a vertex program
GLuint vertexShaderProgram = glCreateShaderProgramvEXT(GL_VERTEX_SHADER, 1,
&vertexShaderSource);

// Create a fragment program
GLuint fragmentShaderProgram = glCreateShaderProgramvEXT(GL_FRAGMENT_SHADER, 1,
&fragmentShaderSource);

// Create and bind a program pipeline object
GLuint programPipeline = 0;
glGenProgramPipelinesEXT(1, &programPipeline);
glBindProgramPipelineEXT(programPipeline);

// Bind the shader programs to the program pipeline object
glUseProgramStagesEXT(programPipeline, GL_VERTEX_SHADER_BIT_EXT, vertexShaderProgram);
glUseProgramStagesEXT(programPipeline, GL_FRAGMENT_SHADER_BIT_EXT, fragmentShaderProgram);

// Set a uniform value to a program that isn't necessarily bound
glProgramUniform1fEXT(fragmentShaderProgram, 0, 1.0f);
```

### Example Code (GLSL)

```
// Specify an attribute with a guaranteed location of zero
layout(location = 0) attribute highp vec3 normal;

// Specify a varying with a guaranteed location of 4
layout(location = 4) varying highp vec4 colour;
```

### 3.19. GL\_EXT\_shader\_framebuffer\_fetch

#### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0, 3.x

#### Description

This extension allows an application to access the previously written fragment colour from a fragment instance. The main use for this is to implement a custom blending technique, allowing developers to perform techniques beyond the standard fixed function blending modes available.

As well as being useful for programmable blending, it can be used in conjunction with multiple render targets to enable fully on-chip deferred shading. Typical deferred shading techniques involve computing a number of values and storing them out to multiple render targets. A second pass then reads these render targets back and computes a final colour.

By using shader framebuffer fetch on PowerVR hardware, values can be written to these fragment locations in one shader, then use these values directly in a full screen resolve pass - only writing out the final colour to main memory.

The steps to achieve this are as follows:

- Clear the framebuffer at the start of the frame
- Draw all your geometry as in a traditional deferred shading technique
- Draw a full screen quad to the same framebuffer
  - The shader used should read values by using this extension, rather than from textures
  - The shader otherwise does the same as it would in a normal deferred shading resolve.
- Discard all framebuffer attachments, other than the final colour, at the end of the frame

#### Registry Link

[https://www.khronos.org/registry/gles/extensions/EXT/EXT\\_shader\\_framebuffer\\_fetch.txt](https://www.khronos.org/registry/gles/extensions/EXT/EXT_shader_framebuffer_fetch.txt)

#### Example GLSL

```
void main()
{
    // This is a placeholder for doing the normal calculations in your shader.
    shaderColour = calculateColourResult();

    /*
        Blend by sampling the previous fragment colour value. This example is
        effectively equivalent to using glBlendFunc(GL_SRC_ALPHA,
        GL_ONE_MINUS_SRC_ALPHA) and glBlendEquation(GL_FUNC_ADD).
    */
    gl_FragColor = mix(gl_LastFragData[0], shaderColourResult, shaderColour.a);
}
```

#### Example GLSL (version 300 es)

```
// Specify a fragment output as an input also - note "inout" instead of "out"
layout(location = 0) inout lowp vec4 colourAttachmentZero;

void main()
{
    // This is a placeholder for doing the normal calculations in your shader.
    shaderColour = calculateColourResult();

    /*
        Blend by sampling the previous fragment colour value. This example is
        effectively equivalent to using glBlendFunc(GL_SRC_ALPHA,
        GL_ONE_MINUS_SRC_ALPHA) and glBlendEquation(GL_FUNC_ADD).
    */
    colourAttachmentZero = mix(colourAttachmentZero, shaderColour, shaderColour.a);
}
```

## 3.20. GL\_EXT\_shader\_io\_blocks

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

Typically, values passed between shader stages, such as between vertex and fragment, are passed as free, independent variables. Interface blocks add the ability to group these values together into a single packet of data, allowing structured data to flow between these stages.

The built-in output values from the vertex shader stage are redefined when this extension exists, to the following:

```
out gl_PerVertex {
    highp vec4   gl_Position;
    highp float  gl_PointSize;
};
```

This has no real effect on the vertex shader, but is an important distinction for other shader stages added by extensions, such as geometry and tessellation shaders.

### Example GLSL

```
// Vertex Shader
#extension GL_EXT_shader_io_blocks : require

layout(location = 0) out SurfaceData
{
    highp vec3 normal;
    highp vec3 tangent;
} surfaceData;

// Fragment Shader
#extension GL_EXT_shader_io_blocks : require

layout(location = 0) in SurfaceData
{
    highp vec3 normal;
    highp vec3 tangent;
} surfaceData;
```

## 3.21. GL\_EXT\_shader\_pixel\_local\_storage

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.x

### Description

Pixel local storage takes advantage of the fact that tile based renderers use a small, on-chip cache to render images to before writing them to main memory. These registers are actually entirely independent from the final framebuffer, and there's no real need to reference them in any particular format or have any backing store behind them. This extension exposes these registers to the user, and guarantees that these registers remain coherent between fragment shaders in a single render pass - as long as no operation causing a flush is performed. This allows users to store data in early fragment passes and then access these values in later fragment passes at the same pixel location. The principle behind it is thus similar to that of GL\_EXT\_framebuffer\_fetch, but in a much more flexible way. A number of packing storage qualifiers are also added, to specify how data is written to these registers.

There are two primary expected use cases for this:

- Deferred Shading
  - Typically, deferred shading uses external textures to store GBuffer values. This consumes a significant amount of bandwidth due to the number of write and read operations performed. Instead, pixel local storage allows applications to store the GBuffer wholly on-chip, and avoid this enormous bandwidth cost - only storing out the final evaluated colour.
- Order Independent Transparency
  - Pixel local storage can also be used to store data representing the colour of multiple pixels, stored in depth order rather than render order, allowing a bandwidth-free linked-list approach for generating order independent blending.

### Example GLSL

```
#extension GL_EXT_shader_pixel_local_storage : require

pixel local inEXT GBufferLocalStorage
{
    layout(rgba8)          lowp  vec4  albedo;
    layout(r11f g11f b10f) highp  vec3  normal;
    layout(r32f)           highp  float  depth;
    layout(rgba8)          lowp  vec4  accumulatedColour;
};

uniform highp vec3  uLightColourIntensity;

in highp vec3  vLightDirection;

// Simple directional lighting evaluation
void main()
{
    // Calculate simple diffuse lighting for the current pixel.
    highp float n dot l = max(dot(-vLightDirection, normal), 0.0);
    lowp vec4 lightContribution = vec4(albedo.rgb * n dot l * uLightColourIntensity, 1.0);

    accumulatedColour += lightContribution;
}
```

## 3.22. GL\_EXT\_shader\_texture\_lod

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0

### Description

This extension allows the user to manually select a level of detail from the fragment shader, rather than leaving it up to the implementation. Vanilla OpenGL ES 2.0 allows the user to add a level of detail bias to the MIP Map selection, but only allows explicit selection in the vertex shader. By exposing this in the fragment shader too, it means that custom level of details can be achieved - allowing for example a simple blurring effect that can be used to simulate focussing on different parts of the scene.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_shader\\_texture\\_lod.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_shader_texture_lod.txt)

### Example Code (GLSL)

```
// Samples a texture explicitly from the 5th MIP Map level
lowp vec4 colour = texture2DLodEXT(aSampler, texCoords.xy, 4.0);
```



### 3.23. GL\_EXT\_shadow\_samplers

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0

#### Description

This extension adds shadow samplers to OpenGL ES 2, which are a type of sampler that has predicated comparisons built-in when texels are sampled. The typical use case for this is to sample a shadow map and determine whether the current pixel is in shadow or not.

*Note:* This functionality is core to OpenGL ES 3.0, so the extension is no longer needed.

#### Example Code

```
// Set the texture to perform comparison
glBindTexture(GL_TEXTURE_2D, texture)
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_COMPARE_MODE_EXT, GL_COMPARE_REF_TO_TEXTURE_EXT);

// Set the texture's comparison predicate function to "Greater Than"
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_COMPARE_FUNC_EXT, GL_GREATER);
[Example GLSL]
#extension GL_EXT_shadow_samplers : require

uniform sampler2Dshadow myShadowMap;

varying vec2 textureCoords;

void main()
{
    ...

    // Sample the shadow texture.
    // The value returned will be either 1.0 or 0.0 with nearest filtering, or a value in
    // that range for linear filtering.
    float shadowAmount = shadow2DEXT(myShadowMap, vec3(textureCoords, referenceValue));

    ...
}
```

## 3.24. GL\_EXT\_tessellation\_point\_size

### Supported Hardware

Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

This extension adds programmable point size to the tessellation shaders, and allows resizing of generated point sprites that come through as input - useful for things like particle effects.

### Example GLSL

```
// Tessellation control shader
#extension GL_EXT_tessellation_shader : require
#extension GL_EXT_tessellation_point_size : require
#extension GL_EXT_shader_io_blocks : require

layout(vertices = 1) out;

void main(void)
{
    gl_TessLevelOuter[0] = 2.0;
    gl_TessLevelOuter[1] = 4.0;
    gl_TessLevelOuter[2] = 6.0;
    gl_TessLevelOuter[3] = 8.0;

    gl_TessLevelInner[0] = 8.0;
    gl_TessLevelInner[1] = 8.0;

    gl_out[gl_InvocationID].gl_Position = gl_in[gl_InvocationID].gl_Position;
    gl_out[gl_InvocationID].gl_PointSize = gl_in[gl_InvocationID].gl_PointSize * 1.1;
}
```

## 3.25. GL\_EXT\_tessellation\_shader

### Supported Hardware

Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

This extension adds new tessellation stages to the OpenGL ES pipeline, and two new shader types - tessellation control and tessellation evaluation. When tessellation is active, a number of pipeline stages are affected. Tessellation operates after primitive assembly and before geometry shading (if supported).

### Patch Primitives

Tessellation operates on a new primitive type - patches, which are a collection of vertices that are combined to form a patch. The actual number of vertices is application defined, allowing it to be fairly general-purpose.

### Tessellation Control

The first step of tessellation is the control shader. This shader exists to allow further transformation of vertices and set the level of detail required by the fixed function tessellation stage. It may also add or subtract vertices from a patch before passing it on - though it cannot change the number of patches.

### Fixed Function Tessellation

The fixed function stage turns patches into a number of primitives, which are then available to the tessellation evaluation shader. The algorithm is fairly flexible and has a number of determining factors depending on the control shader's outputs. Full details of this are available in the specification. Note that this stage is also affected by the type of primitive specified in the tessellation evaluation shader.

### Tessellation Evaluation

After the fixed function tessellation stage, this shader consumes those generated primitives, doing final evaluation of the vertices before passing them on to Geometry Shading. The values output by the fixed function tessellation are usually abstract and not suitable for rasterization directly, so are modified by this shader stage into a more final output, typically involving interpolation.

## Example Code

```
// Create a Tessellation Control Shader
GLuint geometryShader = glCreateShader(GL_TESS_CONTROL_SHADER_EXT);
// Create a Tessellation Control Shader
GLuint geometryShader = glCreateShader(GL_TESS_EVALUATION_SHADER_EXT);
```

## Example GLSL

```
// Tessellation control shader
#extension GL_EXT_tessellation_shader : require
#extension GL_EXT_shader_io_blocks : require

layout(vertices = 3) out;

void main(void)
{
    gl_TessLevelOuter[0] = 2.0;
    gl_TessLevelOuter[1] = 4.0;
    gl_TessLevelOuter[2] = 6.0;
    gl_TessLevelOuter[3] = 8.0;

    gl_TessLevelInner[0] = 8.0;
    gl_TessLevelInner[1] = 8.0;

    gl out[gl_InvocationID].gl_Position = gl_in[gl_InvocationID].gl_Position;
}

// Tessellation evaluation shader
#extension GL_EXT_tessellation_shader : require
#extension GL_EXT_shader_io_blocks : require

layout(triangles, equal_spacing, ccw) in;

vec3 interpolate(vec3 v0, vec3 v1, vec3 v2)
{
    return (gl_TessCoord.x * v0) + (gl_TessCoord.y * v1) + (gl_TessCoord.z * v2);
}

void main(void)
{
    gl_Position = interpolate(gl_in[0].gl_Position, gl_in[1].gl_Position,
gl_in[2].gl_Position);
}
```

## 3.26. GL\_EXT\_texture\_border\_clamp

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0, OpenGL ES 3.x

### Description

When sampling from a texture, if the requested UV coordinates reference a place outside of the texture, a wrapping behaviour is needed to specify what happens. OpenGL ES has three strategies depending on version:

- OpenGL ES 2.0 allows either clamping the UVs to the edge of the texture, or wrapping around to the start of the valid range.
- OpenGL ES 3.0 added mirrored repeat, which acts as if the texture was flipped each time it wraps the coordinates.

This extension adds an additional behaviour - returning an application-defined border colour. This allows a shader to draw a texture to the screen with a dedicated border colour if so desired. It also gives the shader a cheap way to detect that a UV coordinate has gone out of range, without complex shader logic.

### Example Code

```
// Set the texture's border colour to opaque red
//           Red   Green Blue   Alpha
GLfloat borderColour[] = {1.0f, 0.0f, 0.0f, 1.0f};
glBindTexture(GL_TEXTURE_2D, texture)
glTexParameterfv(GL_TEXTURE_2D, GL_TEXTURE_BORDER_COLOR_EXT, borderColour);

// Set the texture to use the border clamp wrapping mode.
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_BORDER_EXT);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP_TO_BORDER_EXT);
```

## 3.27. GL\_EXT\_texture\_buffer

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

This extension adds a way to effectively treat a buffer as a 1-dimensional texture, and sample from that buffer in a shader. This is done by attaching a buffer object as the data store for a texture, in place of the `TexStorage*` or `TexImage*` functions.

This allows applications to have access to a linear texture in memory which can be mapped into CPU space and the data can be manipulated more readily than typically opaque textures.

### Example Code

```
// Bind a texture object
GLuint textureObject;
glBindTexture(GL_TEXTURE_2D, textureObject);

// Set a buffer as the bound texture object's data store, with RGBA8 data
GLuint bufferObject;
glTexBufferEXT(GL_TEXTURE_2D, GL_RGBA8, bufferObject);

[Example GLSL]
#extension GL_EXT_texture_buffer : require

uniform samplerBuffer myTextureBuffer;

in float textureBufferCoords;

void main()
{
    ...

    // Sample the texture buffer.
    vec4 value = texture(myTextureBuffer, textureBufferCoords);

    ...
}
```

## 3.28. GL\_EXT\_texture\_cube\_map\_array

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

This extension adds the idea of a cube map array to the API, such that multiple cube maps can be stored in a single array texture. This allows things like skyboxes with multiple texture layers to be rendered, whilst only consuming a single texture unit.

### Example Code

```
// Generate a cube map array texture
GLuint cubeArrayTexture;
glGenTextures(1, &cubeArrayTexture);
glBindTexture(GL_TEXTURE_CUBE_MAP_ARRAY_EXT, cubeArrayTexture);

// Create the texture storage with 8 layers.
// Number of layers allocated = floor(depth / 6), as there are 6 faces for every cube map. So
// simply multiply by 6 the number of layers needed.
glTexStorage3D(GL_TEXTURE_CUBE_MAP_ARRAY_EXT, 0, GL_RGBA8, textureWidth, textureHeight, 8 *
6);

[Example GLSL]
#extension GL_EXT_texture_cube_map_array : require

uniform lowp samplerCubeArray cubeArrayTexture;

in highp vec3 viewDirection;
in highp float layer;

void main()
{
    ...

    value += texture(cubeArrayTexture, vec4(viewDirection, layer));

    ...
}
```

## 3.29. GL\_EXT\_texture\_filter\_anisotropic

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0, 3.x

### Description

This extension enables anisotropic texture filtering, which is a method that can improve the quality of textures rendered at an oblique angle to the camera. Typically, texture filtering is performed isotropically, which means that the filtering is performed the same way across each axis (e.g. x and y). By effectively allowing the filter to vary with each axis independently, better results can be obtained when the scaling on each axis varies from its counterpart. Anisotropic filtering is a more computationally intensive method of filtering, but can come with significant quality improvements in some cases and should be used accordingly.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/texture\\_filter\\_anisotropic.txt](http://www.khronos.org/registry/gles/extensions/EXT/texture_filter_anisotropic.txt)

### Example Code

```
// Enable anisotropic filtering with a maximum anisotropy of 4
glTexParameterf(GL_TEXTURE_2D, GL_MAX_ANISOTROPY, 4.0);
```



### 3.30. GL\_EXT\_texture\_format\_BGRA8888

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

#### Description

Typically, textures in OpenGL ES run in RGBA order; this extension adds BGRA8888 as a new format so that textures in this byte order can be used instead. This can be effectively simulated in OpenGL ES 2.0 and 3.0 by using texture swizzling when it is not supported. Whilst this extension should be preferentially used, GL\_IMG\_texture\_format\_BGRA8888 mirrors this extension and can be used when this is not available. Apple hardware exposes a variation on this extension: GL\_APPLE\_texture\_format\_BGRA888, which is identical except that when loading the texture, the internal format should be RGBA instead of being equivalent to the format.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_texture\\_format\\_BGRA8888.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_texture_format_BGRA8888.txt)

#### Example Code

```
// Create a BGRA8888 texture
glTexImage2D(GL_TEXTURE_2D, 0, GL_BGRA_EXT, 1024, 1024, 0, GL_BGRA_EXT, GL_UNSIGNED_BYTE,
pixelData);
```

### 3.31. GL\_EXT\_texture\_rg

#### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0

#### Description

OpenGL ES exposed luminance/alpha texture formats as the only single and double channel texture formats available, and these were not available as colour buffers when rendering. This extension adds the RG88 and R8 texture formats which can additionally be used as colour buffers. These also have the benefit of dropping the baggage previously associated with the LA formats, such as luminance being replicated across all channels - something that is no longer necessary with programmable shaders.

#### Note

This functionality is core to OpenGL ES 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/EXT\\_texture\\_rg.txt](http://www.khronos.org/registry/gles/extensions/EXT/EXT_texture_rg.txt)

#### Example Code

```
// Create a two-channel byte texture
glTexImage2D(GL_TEXTURE_2D, 0, GL_RG_EXT, 1024, 1024, 0, GL_RG_EXT, GL_UNSIGNED_BYTE,
pixelData);
```

## 3.32. GL\_EXT\_texture\_sRGB\_decode

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0, 3.x

### Description

Textures in the sRGB colour space are, by default, implicitly converted to the linear colour space when sampled in a shader. However, there are use cases where a shader may wish to sample the raw sRGB data instead. This function provides a texture parameter which allows individual textures/samplers to choose to not perform the implicit decode.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/EXT/texture\\_sRGB\\_decode.txt](http://www.khronos.org/registry/gles/extensions/EXT/texture_sRGB_decode.txt)

### Example Code

```
// Turn off the implicit decode for a sampler
glSamplerParameteri(samplerName, GL_TEXTURE_SRGB_DECODE_EXT, GL_SKIP_DECODE_EXT);
```

### 3.33. GL\_IMG\_multisampled\_render\_to\_texture

#### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

#### Description

This extension adds multisampled rendering capabilities to OpenGL ES, allowing a user to create multisampled render buffers, and attach textures to a framebuffer in a way that they can be used for multisampled renders. By enabling textures to be attached as multisampled but without using actual multisample textures, a significant amount of bandwidth can be saved. This mode of operation enables multisampled anti-aliasing to smooth lines at the edges of polygons and reduce the appearance of jagged lines. This is functionally equivalent to GL\_EXT\_multisampled\_render\_to\_texture on PowerVR hardware.

#### Note

Part of this functionality is core to OpenGL ES 3.0. The framebuffer functionality is present in core; however the multisampled texture attachment is not.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/IMG/IMG\\_multisampled\\_render\\_to\\_texture.txt](http://www.khronos.org/registry/gles/extensions/IMG/IMG_multisampled_render_to_texture.txt)

#### Example Code

```
// Create a multisampled depth renderbuffer
GLint depthBuffer = glRenderbufferStorageMultisampleIMG(GL_RENDERBUFFER, 4,
GL_DEPTH_COMPONENT16, 1024, 1024);

// Attach the renderbuffer to the framebuffer as per usual. Note: If one attachment is
// multi-sampled, all attachments need to be. If there is a mix, the framebuffer will be
// incomplete.
glFramebufferRenderbuffer(GL_FRAMEBUFFER, GL_DEPTH_ATTACHMENT, GL_RENDERBUFFER, depthBuffer);

// Create a regular colour buffer (texture). This extension doesn't introduce multi-sample
// textures, instead attaching regular textures that multi-sampling will resolve to before
// writing out.
GLint colourBuffer = glTexStorage(GL_TEXTURE_2D, 1, GL_RGBA8, 1024, 1024);

// Attach it to a framebuffer as multisampled, so that OpenGL ES knows that it should resolve
// a multisampled render to this texture.
glFramebufferTexture2DMultisampleIMG(GL_FRAMEBUFFER, GL_COLOR_ATTACHMENT0, GL_TEXTURE_2D,
colourBuffer, 0);
```

### 3.34. GL\_IMG\_program\_binary

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0, 3.x

#### Description

This extension enables PowerVR program binary formats to be queried and handled by the GL\_OES\_get\_program\_binary extension, which allows binary shader programs to be retrieved, stored and reloaded, avoiding compilation steps on subsequent runs of an application.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/IMG/IMG\\_program\\_binary.txt](http://www.khronos.org/registry/gles/extensions/IMG/IMG_program_binary.txt)

#### Example Code

```
// Create a shader program object
GLuint shaderProgram = glCreateProgram();

// If there isn't already a binary, create a program
if (!binaryExists)
{
    // Create shaders, compile them, attach them and link them as per normal, then...

    // Retrieve the program binary size
    GLint length=0;
    glGetProgramiv(shaderProgram, GL_PROGRAM_BINARY_LENGTH, &length);

    // Pointer to the binary shader program in memory, needs to be allocated with the
    // right size.
    GLvoid* programBinaryData = (GLvoid*)malloc(length);

    // The format that the binary is retrieved in.
    GLenum binaryFormat=0;

    // Error checking variable - this should be greater than 0 after
    // glGetProgramBinaryOES, otherwise there was an error.
    GLsizei lengthWritten=0;

    glGetProgramBinaryOES(shaderProgram, length, &lengthWritten, &binaryFormat,
        programBinaryData);
}
else
{
    // Get the binary data, how much data there is, and what format it's in from whatever
    // cache it's stored in (e.g. a file)
    // ...

    // Instead of creating, compiling, attaching and linking shaders, upload a binary
    // program data from a program that previously underwent all of these stages.
    glProgramBinaryOES(shaderProgram, binaryFormat, programBinaryData,
        programBinaryDataLength);
}
```

### 3.35. GL\_IMG\_read\_format

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

#### Description

Reading pixels from a framebuffer in OpenGL ES is performed via the function `glReadPixels()`. This function is able to read data out in only two formats; `RGBA8888`, and another, implementation defined format, which can be queried with `glGetIntegerv()`. In OpenGL ES 1.x, only one read format is available in core, so `GL_OES_read_format` is required for this extension. Normally these additional formats are limited to being `RGBA`, `RGB` or `Alpha-Only` formats. This extension adds a new readable format (`GL_BGRA_IMG`) and a new readable type (`UNSIGNED_SHORT_4_4_4_4_REV_IMG`), allowing the function to be extended to use a different native format than typically allowed.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/IMG/IMG\\_read\\_format.txt](http://www.khronos.org/registry/gles/extensions/IMG/IMG_read_format.txt)

#### Example Code

```
// Read pixels can now be performed with GL BGRA data as well as any other default formats.
glReadPixels(0, 0, 1024, 1024, GL_BGRA_IMG, GL_UNSIGNED_SHORT_4_4_4_4_REV_IMG,
pixelDataOutput);
```

### 3.36. GL\_IMG\_shader\_binary

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0, 3.x

#### Description

The OpenGL ES 2.0 and 3.0 specifications include functions "glGetShaderBinary/glShaderBinary" - allowing an application developer to retrieve, store and load binary shaders after compilation. By using this extension to cache compiled shaders, it is possible to avoid the run time cost of compiling shaders on subsequent runs. The specifications do not, however, define any binary formats for shaders, which is instead left up to each implementer. This extension enables Imagination's shader binary format to be exposed through these mechanisms.

Typically it is more efficient to use GL\_OES\_get\_program\_binary/GL\_IMG\_program\_binary where available, as these also avoid the cost of linking and binding attributes - saving additional time on start up.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/IMG/IMG\\_shader\\_binary.txt](http://www.khronos.org/registry/gles/extensions/IMG/IMG_shader_binary.txt)

#### Example Code

```
// Create a fragment shader
GLuint fragmentShader = glCreateShader(GL_FRAGMENT_SHADER);

// Instead of uploading shader source and compiling, upload pre-compiled binary data
glShaderBinary(1, &fragmentShader, GL_SGX_BINARY_IMG, binaryShaderData,
lengthOfBinaryShaderData);
```

### 3.37. GL\_IMG\_texture\_compression\_pvrtc

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

#### Description

Compressed textures are a core part of modern rendering solutions, enabling much more texture content to be pushed and with greater performance due to the lower bandwidth and memory requirements. PVRTC is PowerVR's proprietary texture compression format which achieves high quality, full RGBA compression at data rates of 2 or 4 bits per pixel. Textures are restricted to being square, with power of two dimensions - though typically rectangular textures are often supported; there is no way to query for this.

This extension specifically enables supported devices to use these textures directly, often dramatically improving performance over uncompressed textures. This extension does not enable compression of these textures as it is too computationally expensive; this can be done on Desktop platforms with PVRTexTool (<http://www.imgtec.com/powervr/insider/powervr-pvrtexool.asp>)

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/IMG/IMG\\_texture\\_compression\\_pvrtc.txt](http://www.khronos.org/registry/gles/extensions/IMG/IMG_texture_compression_pvrtc.txt)

#### Example Code

```
// Upload a 4bpp PVRTC1 texture, RGBA and RGB are uploaded in the same way.
GLuint bitsPerPixel = 4;
glCompressedTexImage2D(GL_TEXTURE_2D, 0, GL_COMPRESSED_RGBA_PVRTC_4BPPV1_IMG, 1024, 1024, 0,
(width*height*bitsPerPixel)/8, pixelData);

// Upload a 2bpp PVRTC1 texture, RGBA and RGB are uploaded in the same way.
GLuint bitsPerPixel = 2;
glCompressedTexImage2D(GL_TEXTURE_2D, 0, GL_COMPRESSED_RGB_PVRTC_2BPPV1_IMG, 1024, 1024, 0,
(width*height*bitsPerPixel)/8, pixelData);
```



### 3.38. GL\_IMG\_texture\_compression\_pvrtc2

#### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

#### Description

Compressed textures are a core part of modern rendering solutions, enabling much more texture content to be pushed and with greater performance due to the lower bandwidth and memory requirements. PVRTC2 is PowerVR's proprietary texture compression format which achieves high quality, full RGBA compression at data rates of 2 or 4 bits per pixel. PVRTC2 is related to the original PVRTC format, but adds a number of additional features which allow it to improve further on the original's quality levels. In particular, textures with arbitrary dimensions are now supported, and there is a hard edge mode which can improve areas of high discontinuity and non-tiled textures.

This extension specifically enables supported devices to use these textures directly, often dramatically improving performance over uncompressed textures. This extension does not enable compression of these textures as it is too computationally expensive; this can be done on Desktop platforms with PVRTexTool (<http://www.imgtec.com/powervr/insider/powervr-pvrtex tool.asp>)

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/IMG/IMG\\_texture\\_compression\\_pvrtc2.txt](http://www.khronos.org/registry/gles/extensions/IMG/IMG_texture_compression_pvrtc2.txt)

#### Example Code

```
// Upload a 4bpp PVRTC2 texture
GLuint bitsPerPixel = 4;
glCompressedTexImage2D(GL_TEXTURE_2D, 0, GL_COMPRESSED_RGBA_PVRTC_4BPPV2_IMG, 1024, 1024, 0,
(width*height*bitsPerPixel)/8, pixelData);

// Upload a 2bpp PVRTC2 texture
GLuint bitsPerPixel = 2;
glCompressedTexImage2D(GL_TEXTURE_2D, 0, GL_COMPRESSED_RGBA_PVRTC_2BPPV2_IMG, 1024, 1024, 0,
(width*height*bitsPerPixel)/8, pixelData);
```

### 3.39. GL\_IMG\_texture\_format\_BGRA8888

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

#### Description

Typically, textures in OpenGL ES run in RGBA order; this extension adds BGRA8888 as a new format so that textures in this byte order can be used instead. This can be effectively simulated in OpenGL ES 2.0 and 3.0 by using texture swizzling when it is not supported.

GL\_EXT\_texture\_format\_BGRA8888 mirrors this extension and should be preferentially used. Apple hardware exposes a variation on this extension: GL\_APPLE\_texture\_format\_BGRA888, which is identical except that when loading the texture, the internal format should be RGBA instead of being equivalent to the format.

#### Example Code

```
// Create a BGRA8888 texture
glTexImage2D(GL_TEXTURE_2D, 0, GL_BGRA_IMG, 1024, 1024, 0, GL_BGRA_IMG, GL_UNSIGNED_BYTE,
pixelData);
```

## 3.40. GL\_IMG\_texture\_npot

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0

### Description

This extension adds MIPMap capable minification filters to OpenGL ES 2 for non-power of two (NPOT) textures. OpenGL ES 2 limits NPOT textures as it does not support MIPMapping for them. This extension allows users to call 'glGenerateMipMap' to create a full MIP chain, and then adds minification filters that allow them to be accessed. This extension does not add functionality allowing applications to supply a full NPOT MIP Map chain prior to runtime, however.

### Note

This functionality is core to OpenGL ES 3.0.

### Example Code

```
// Upload a texture with dimensions of 15 by 47. Typically this isn't supported without
// extension support.
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA, 15, 47, 0, GL_RGBA, GL_UNSIGNED_BYTE, pixelData);

// Mip-Maps can't be specified by this extension, but can be auto-generated for non-compressed
// textures
glGenerateMipmap(GL_TEXTURE_2D);

// Any filter mode specified by OpenGL is now valid with this extension, whereas it would not
// have been previously.
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR_MIPMAP_LINEAR);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);

// Only the following parameters are specifiable, anything else is invalid (including the
// default texture parameters!).
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP_TO_EDGE);
```

## 3.41. GL\_KHR\_blend\_equation\_advanced

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0, 3.x

### Description

Unextended OpenGL ES provides only a limited number of blend equations for users, with a number of different sources and destinations. This extension adds several additional blending equations to the API as follows:

- MULTIPLY\_KHR
- SCREEN\_KHR
- OVERLAY\_KHR
- DARKEN\_KHR
- LIGHTEN\_KHR
- COLORDODGE\_KHR
- COLORBURN\_KHR
- HARDLIGHT\_KHR
- SOFTLIGHT\_KHR
- DIFFERENCE\_KHR
- EXCLUSION\_KHR
- HSL\_HUE\_KHR
- HSL\_SATURATION\_KHR
- HSL\_COLOR\_KHR
- HSL\_LUMINOSITY\_KHR

The exact meaning of these is detailed in the specification itself, but those familiar with various rendering or imaging suites should recognise most of them.

To use these functions, both API functions and shader code are required to enable them. There is a layout qualifier for output variables determining the likely blend modes, and new enums for the `glBlendEquation*` functions. Any mismatches in the two when rendering will cause a draw-time error.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/KHR/blend\\_equation\\_advanced.txt](http://www.khronos.org/registry/gles/extensions/KHR/blend_equation_advanced.txt)

### Example Code

```
// Set the color dodge blend equation
glBlendEquationi(GL_COLORDODGE_KHR);
```

### Example GLSL

```
// Appropriate shader code for color dodge blending
layout(location = 0, blend_support_color_dodge) highp vec4 outputColour;
```

### 3.42. GL\_KHR\_blend\_equation\_advanced\_coherent

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0, 3.x

#### Description

This extension is actually part of GL\_KHR\_blend\_equation\_advanced, and is an additional guarantee that blending is done coherently and in API primitive order. An enable is provided to opt out of this behaviour, as if this guarantee was not supported.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/KHR/blend\\_equation\\_advanced.txt](http://www.khronos.org/registry/gles/extensions/KHR/blend_equation_advanced.txt)

#### Example Code

```
// Turn off coherent blending.
glDisable(GL_BLEND_ADVANCED_COHERENT_KHR);
```

### 3.43. GL\_KHR\_debug

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 2.0, 3.x

#### Description

KHR\_debug combines a number of debug features into a single package that is made consistent across OpenGL and OpenGL ES. There are three main features provided by this extension:

- **Message Logging:** While running in Debug mode, if the driver detects any errors, performance problems or any sort of problem, it can raise a human readable message to a log. An application is also free to add its own messages to this log. A callback API is also provided, so that the user can be notified when a message is generated. This is similar to the GL\_ARB\_debug\_output extension.
- **Group Markers:** Push and Pop functions are provided to encapsulate a block of functionality with a label. This is primarily to aid tracing and other debug tools when examining a recorded call stream. This functionality is similar to that provided by EXT\_debug\_marker.
- **Object Labels:** Finally, this extension also adds the ability to tag objects with a name. Again this is primarily for tracing tools when examining a recorded call stream, to allow users to quickly identify specific objects, rather than looking them up by their assigned identifier.

In conjunction with debug tools, this is a very useful extension as it allows users to get a better idea of how their application's GL calls are laid out. Typical usage includes things like putting group markers around the start and end of application functions, or labelling key textures or vertex buffers to match the assets they contain.

#### Registry Link

<http://www.khronos.org/registry/gles/extensions/KHR/debug.txt>

## Example Code

```
// Debug callback function
void (APIENTRY) debugMessageCallback(GLenum source,
                                     GLenum type,
                                     GLuint id,
                                     GLenum severity,
                                     GLsizei length,
                                     const GLchar* message,
                                     const void* userParam)
{
    /*
     * Handle the message based on severity and such. Here we're using printf to
     * output a message.
     * This example only handles the type, severity and message. Useful information
     * can be gleaned from the other parameters as well, but would unnecessarily clutter this
     * example.
     */

    // Output the message type
    switch (type)
    {
        case GL_DEBUG_TYPE_ERROR:
        {
            printf("%s", "Error ");
            break;
        }
        case GL_DEBUG_TYPE_DEPRECATED_BEHAVIOUR:
        {
            printf("%s", "Deprecated Behaviour ");
            break;
        }
        case GL_DEBUG_TYPE_UNDEFINED_BEHAVIOUR:
        {
            printf("%s", "Undefined Behaviour ");
            break;
        }
        case GL_DEBUG_TYPE_PORTABILITY:
        {
            printf("%s", "Portability Issue ");
            break;
        }
        case GL_DEBUG_TYPE_PERFORMANCE:
        {
            printf("%s", "Performance Issue ");
            break;
        }
        case GL_DEBUG_TYPE_OTHER:
        {
            printf("%s", "Misc Message ");
            break;
        }
        case GL_DEBUG_TYPE_MARKER:
        {
            printf("%s", "Marker Hit ");
            break;
        }
        case default:
        {
            printf("%s", "Unknown Message Type ");
            break;
        }
    }
}
```

```
// Output the message severity
switch (severity)
{
case GL_DEBUG_SEVERITY_NOTIFICATION:
    {
        printf("%s", "(Notification): ");
        break;
    }
case GL_DEBUG_SEVERITY_LOW:
    {
        printf("%s", "(Low Severity): ");
        break;
    }
case GL_DEBUG_SEVERITY_MEDIUM:
    {
        printf("%s", "(Medium Severity): ");
        break;
    }
case GL_DEBUG_SEVERITY_HIGH:
    {
        printf("%s", "(High Severity): ");
        break;
    }
case default:
    {
        printf("%s", "(Unknown Severity): ");
        break;
    }
}

// Append the message and a newline.
if (length==0)
{
    // NULL terminated strings are easy enough
    printf("%s\n", message);
}
else
{
    // Strings with a specified length are not NULL terminated
    printf("%.s", length, message);
}
}

void initialise()
{
    /*
        Use a debug marker to encapsulate the initialise function, to mark this group
        in a tracing tool like PVRTrace.
    */
    glPushDebugMarker(GL_DEBUG_SOURCE_APPLICATION, 0, 0, "Function 'initialise'");

    ...

    // Create and label a texture object
    GLuint importantTexture;
    glGenTextures(1, &importantTexture);
    glObjectLabel(GL_TEXTURE, importantTexture, 0, "importantTexture");

    ...

    // Pop the debug marker
    glPopDebugMarker();
}
```



### 3.44. GL\_KHR\_texture\_compression\_astc\_ldr

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, OpenGL ES 2.0, OpenGL ES 3.x

#### Description

Adaptive Scalable Texture Compression (ASTC) is the latest texture compression scheme that is intended to eventually become ubiquitous across mobile devices, replacing existing texture compression technologies. It is very flexible, offering a large range of bit rates from 8bpp (bits per pixel) down to 0.88bpp. Each block is always 128 bits, but the number of texels represented by each block is highly variable - ranging from 4x4 to 12x12 - which allows different images to be compressed at varying degrees of quality, whilst using the same compression scheme.

#### Example Code

```
// Upload an ASTC 4x4 texture
glCompressedTexImage2D(GL_TEXTURE_2D, 0, GL_COMPRESSED_RGBA_ASTC_4x4_KHR, width, height, 0,
astcDataSize, astcData);

// Upload an ASTC 12x12 texture
glCompressedTexImage2D(GL_TEXTURE_2D, 0, GL_COMPRESSED_RGBA_ASTC_12x12_KHR, width, height, 0,
astcDataSize2, astcData2);
```

### 3.45. GL\_OES\_blend\_equation\_separate

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x

#### Description

This function extends GL\_OES\_blend\_subtract, which adds functionality allowing a blend equation to operate on all the channels in an output colour at once. However, often a different operation is wanted for the alpha and colour channels. This extension adds a new function, glBlendEquationSeparateOES, which operates in the same way as glBlendEquationOES, except that different equations can now be specified for RGB and Alpha.

#### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_blend\\_equation\\_separate.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_blend_equation_separate.txt)

#### Example Code

```
// Set the blend equation to use additive blending for the RGB channels, but subtractive for
// the Alpha channel.
glBlendEquationSeparate(GL_FUNC_ADD_OES, GL_FUNC_SUBTRACT_OES);
```

## 3.46. GL\_OES\_blend\_func\_separate

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

OpenGL ES 1.x has functionality allowing a blend function to operate on all the channels in an output colour at once. However, often a different operation is wanted for the alpha and colour channels. This extension adds a new function, `glBlendFuncSeparateOES`, which operates in the same way as `glBlendFunc`, except that different equations can now be specified for RGB and Alpha.

### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_blend\\_func\\_separate.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_blend_func_separate.txt)

### Example Code

```
// Set the blend equation to use a value of transparent white for the source colour, but the
// destination colour remains as it otherwise would.
glBlendFuncSeparate(GL_ONE, GL_DST_COLOR, GL_ZERO, GL_DST_ALPHA);
```

## 3.47. GL\_OES\_blend\_subtract

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

OpenGL ES 1.x has functionality allowing various basic blending functions to occur via `glBlendFunc`, by allowing the user to pick the source and destination values used in blend calculations. This feature enables further specification of how blending works by adding a new function - `glBlendEquationOES`, which allows a developer to specify, further what actually happens to those values once they have been selected. Usual GL operation adds the values together, using "GL\_FUNC\_ADD\_OES" as a default. Two new modes are included by this function; "subtraction" and "reverse subtraction". So the equations used look as follows:

- GL\_FUNC\_ADD\_OES:
  - Result = Source + Destination
- GL\_FUNC\_SUBTRACT\_OES:
  - Result = Source - Destination
- GL\_FUNC\_REVERSE\_SUBTRACT\_OES:
  - Result = Destination - Source

This extension is further extended by GL\_OES\_blend\_equation\_separate.

### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_blend\\_subtract.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_blend_subtract.txt)

### Example Code

```
// Set the blend equation to use additive blending
glBlendEquation(GL_FUNC_ADD_OES);

// Set the blend equation to use subtractive blending: source - destination
glBlendEquation(GL_FUNC_SUBTRACT_OES);

// Set the blend equation to use reverse subtractive blending: destination - source
glBlendEquation(GL_FUNC_REVERSE_SUBTRACT_OES);
```

### 3.48. GL\_OES\_byte\_coordinates

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x

#### Description

This extension allows users to pass byte values as texture coordinates and vertex positions in OpenGL ES 1.x, which are otherwise not allowed by the API. Byte sized data has the advantage of consuming less bandwidth than larger types and can be useful for certain scenes.

#### Note

This functionality is superseded by programmable shader support in subsequent versions of OpenGL ES.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_byte\\_coordinates.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_byte_coordinates.txt)

#### Example Code

```
// Input byte coordinates
GLbyte coordinates[] =
{
    0, 255, 0,
    255, 255, 0,
    255, 0, 0,
};

// Give the coordinates to OpenGL ES
glVertexPointer(3, GL_BYTE, 0, coordinates);
```

### 3.49. GL\_OES\_compressed\_ETC1\_RGB8\_texture

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

#### Description

This extension adds support for loading textures that have been compressed with the ETC1 texture compression scheme, directly into the API via `glCompressedTexImage2D`. This format provides RGB texture encoding at a lower bitrate than would otherwise be available, whilst still providing reasonable quality.

As this specification was written against OpenGL ES1, when used in ES2, some features applicable to ES2 are not available due to the non-trivial nature of colour read back from an ETC texture. In particular; Non-power of two ETC1 is not directly supported in some first generation ES2 hardware, so it's generally best to ensure that all ETC1 textures are encoded with square, power-of-two dimensions.

#### Note

Whilst this functionality can be exposed in OpenGL ES 3.0, it is effectively enabled anyway by the inclusion in core 3.0 of ETC2, which is backwards compatible. By passing the same data with the new enum `"GL_COMPRESSED_RGB8_ETC2"` the behaviour can be replicated.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_compressed\\_ETC1\\_RGB8\\_texture.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_compressed_ETC1_RGB8_texture.txt)

#### Example Code

```
// Upload an ETC1 texture.
GLuint bitsPerPixel = 4;
glCompressedTexImage2D(GL_TEXTURE_2D, 0, GL_COMPRESSED_RGB8_ETC2, 1024, 1024, 0,
(width*height*bitsPerPixel)/8, pixelData);
```

### 3.50. GL\_OES\_compressed\_paletted\_texture

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x

#### Description

This extension allows the use of paletted textures in OpenGL ES as a compressed texture. Paletted formats are textures which store a small number of colours as a palette, and then the texel array is a simple array of indices into this palette. The benefit of this is that the palette can be cached and the indices have a lower bandwidth cost than a full colour. This extension allows the colour formats of RGB565, RGBA4444, RGBA551, RGB888 or RGBA8888. Each texel is then allowed to either have a 4 or 8 bit index value, and an appropriate number of palette colours to match.

#### Note

In subsequent versions of OpenGL ES, this functionality can be easily replicated using programmable shaders by having a small palette texture, and a vertex attribute or another texture specifying the index to use. This allows the functionality to be much more flexible than provided by this extension, so it was dropped.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_compressed\\_paletted\\_texture.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_compressed_paletted_texture.txt)

#### Example Code

```
// Upload a paletted texture. The size of the data will be dependent on how it was
// compressed, and is thus dependent on whatever tool was used.
glCompressedTexImage2D(GL_TEXTURE_2D, 0, GL_PALETTE4_RGB8_OES, 1024, 1024, 0, pixelDataSize,
pixelData);
```

## 3.51. GL\_OES\_depth\_texture

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0

### Description

When using a framebuffer, z-buffers need to be specifically supported by attaching a depth render target. Originally this was done with a depth renderbuffer; but these are limited as they cannot be read back later. This extension adds depth textures, which allow the user to read back depth output from a render, enabling techniques such as shadow mapping to occur without resorting to storing the depth in a colour texture.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_depth\\_texture.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_depth_texture.txt)

### Example Code

```
// Create a depth texture - generally texture data isn't uploaded for this - but it can be.
glTexImage2D(GL_TEXTURE_2D, 0, GL_DEPTH_COMPONENT, 1024, 1024, 0, GL_DEPTH_COMPONENT,
GL_UNSIGNED_INT, NULL);
```



## 3.52. GL\_OES\_depth24

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x, 2.0

### Description

This extension adds the sized internal format GL\_DEPTH\_COMPONENT24 to the list of internal formats accepted by the function "glRenderBufferStorage". This format is a single channel data format with 24-bits per channel, used to represent the depth values stored in a z-buffer.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_depth24.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_depth24.txt)

### Example Code

```
// Create a 24-bit depth renderbuffer
glRenderbufferStorage(GL_RENDERBUFFER, GL_DEPTH_COMPONENT24_OES, 1024, 1024);
```

### 3.53. GL\_OES\_draw\_texture

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x

#### Description

This extension adds a simple method of blitting a texture to the screen, for things such as backgrounds and 2D GUI elements. The user can provide a crop rectangle to specify the part of the texture that they wish to draw, and then call `DrawTex**OES()` with coordinates for the part of the screen they wish to draw to.

#### Note

This functionality as specified cannot be made to work with the programmable pipeline of OpenGL ES 2.0. In OpenGL ES 3.0, this functionality is effectively replaced by the function `"glBlitFramebuffer"`.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_draw\\_texture.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_draw_texture.txt)

#### Example Code

```
// Bind a texture
glBindTexture(GL_TEXTURE_2D, texture);

// Set the texture crop rectangle to set the texture coordinates to draw from
GLint textureCropRectangle[4] = {0, 0, 256, 256};
glTexParameteriv(GL_TEXTURE_2D, GL_TEXTURE_CROP_RECT_OES, textureCropRectangle);

// Draw the texture to the whole screen, which will be resized appropriately from the texture
// rectangle
glDrawTexfOES(-1.0, -1.0, 2.0, 2.0);
```

## 3.54. GL\_OES\_EGL\_image

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

### Description

The concept of an `EGLImage` is introduced by `EGL_KHR_image_base` or `EGL_KHR_image`, and this extension enables an OpenGL ES implementation to bind `EGLImages` as if they were textures or renderbuffers, using the functions `glEGLImageTargetTexture2DOES` and `glEGLImageTargetRenderbufferStorageOES`, respectively. The format/type of the images must already be supported in OpenGL ES (or analogous to them) so that they work with any existing OpenGL ES queries. Image formats not supported in OpenGL ES natively are supported via the additional extension: `GL_OES_EGL_image_external`. Textures specified in this way can be sampled as textures or used as framebuffer attachments as if they were native objects.

It should be noted that if a user modifies the storage of the image by calling something like `glGenerateMipMaps` or `glTexImage2D`, then the driver will allocate new memory and copy relevant data across (if applicable). This will dissociate the GL texture object from the original `EGLImage`, and the two will be completely separate and independent.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_EGL\\_image.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_EGL_image.txt)

### Example Code

```
// Create an EGL image via EGL_KHR_image_base. In this case from an EGL pixmap
// (EGL_KHR_image_pixmap), but the source is irrelevant to this example
EGLImageKHR eglImage = eglCreateImageKHR(eglDisplay, eglContext, EGL_NATIVE_PIXMAP_KHR,
(EGLNativeBuffer)eglPixmap, NULL);

// Generate a texture object to map the EGLImage to, and bind it.
GLint texture;
glGenTextures(1, &texture);
glBindTexture(GL_TEXTURE_2D, texture);

// Map the EGLImage into an OpenGL ES texture using this extension.
glEGLImageTargetTexture2DOES(GL_TEXTURE_2D, (GLEGLImageOES)eglImage);

// This extension now allows an application to attach this to a framebuffer
glFramebufferTexture2D(GL_FRAMEBUFFER, GL_COLOR_ATTACHMENT0, GL_TEXTURE_2D, texture, 0);
```

## 3.55. GL\_OES\_EGL\_image\_external

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

### Description

This extension is similar to GL\_OES\_EGL\_image, and allows formats not natively supported in the OpenGL ES API to be used as texture objects. Images bound in this way have restrictions to enable this, such as not being targetable by gl\*Tex\*Image\*D functions, they can never being MIP mapped, and can only be sampled with the wrap mode GL\_CLAMP\_TO\_EDGE. Images bound in this way use the texture target GL\_TEXTURE\_EXTERNAL\_OES rather than GL\_TEXTURE\_2D etc., via the function glEGLImageTargetTexture2DOES. Sampling these textures will perform an implicit conversion from whatever format they are in to a linear RGB colour.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_EGL\\_image\\_external.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_EGL_image_external.txt)

### Example Code

```
// Create an EGL image via EGL KHR image base. In this case from an EGL pixmap
(EGL KHR image pixmap), but the source is irrelevant to this example
EGLImageKHR eglImage = eglCreateImageKHR(eglDisplay, eglContext, EGL_NATIVE_PIXMAP_KHR,
(EGLNativeBuffer)eglPixmap, NULL);

// Generate a texture object to map the EGLImage to, and bind it.
GLint texture;
glGenTextures(1, &texture);
glBindTexture(GL_TEXTURE_EXTERNAL_OES, texture);

// Map the EGLImage into an OpenGL ES texture using this extension.
glEGLImageTargetTexture2DOES(GL_TEXTURE_EXTERNAL_OES, (GLEglImageOES)eglImage);
```

### 3.56. GL\_OES\_EGL\_sync

**Supported Hardware**

Series5, Series5XT, Series6, Series6XE, Series6XT

**Valid APIs**

OpenGL ES 1.x, 2.0, 3.x

**Description**

This extension enables the use of EGLSync objects in an OpenGL ES command stream. EGLSync objects are defined in separate extensions, such as EGL\_KHR\_fence\_sync.

**Note**

This functionality is superseded by GLSync objects in OpenGL ES 3.0, but is still useful for cross-API communication.

**Registry Link**

[http://www.khronos.org/registry/gles/extensions/OES/EGL\\_KHR\\_fence\\_sync.txt](http://www.khronos.org/registry/gles/extensions/OES/EGL_KHR_fence_sync.txt)

## Example Code

```
// Disclaimer: None of this is good thread-safe code, it's pseudo-code for illustration. The
// exact CPU-side synchronisation mechanism will depend on your code.

// A fence sync handle accessible from both threads.
EGLSyncKHR g_eglFenceSync = 0;

// Pseudo-Function representing operations on a thread, in particular this thread is acting as
// a data producer.
void Thread1()
{
    // Render something
    glDraw(...);

    // Create a fence sync object in the command stream after the draw call, so a second
    // thread knows when the render operation is completed.
    g_eglFenceSync = eglCreateSyncKHR(eglDisplay, EGL_SYNC_FENCE_KHR, NULL);

    /* Call eglClientWaitSync to flush the context, so that it's guaranteed to finish at
    some point. It only flushes the current context for the thread, hence calling it
    here - Flushing from the thread which actually needs to wait on this sync object
    would not flush the previous draw operations. By setting the timeout to 0 we've
    effectively called "glFlush" but a little more precisely, and it must work on all
    drivers.
    */
    EGLint waitResult = eglClientWaitSyncKHR(eglDisplay, eglFenceSync,
    EGL_SYNC_FLUSH_COMMANDS_BIT_KHR, 0);
}

// Pseudo-Function representing operations on a second thread. This thread acts as a data
// consumer.
void Thread2()
{
    while(g_eglFenceSync == 0)
    {
        // Do some other work, the first thread isn't ready.
    }

    // Wait for the synchronisation object
    EGLint waitResult = eglClientWaitSyncKHR(eglDisplay, eglFenceSync,
    EGL_SYNC_FLUSH_COMMANDS_BIT_KHR, EGL_FOREVER_KHR);

    // Destroy the fence sync object once we're done with it.
    EGLBoolean success = eglDestroySyncKHR(eglDisplay, eglFenceSync);

    // Now that the first thread's rendering has completed, do something with the result.
    // E.g. composite the result of the draw into a windowing system.
    glDraw(...);
}
```

### 3.57. GL\_OES\_element\_index\_uint

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT (ES2/3 Only)

#### Valid APIs

OpenGL ES 1.x, 2.0

#### Description

This extension adds the ability to use an array of unsigned integers (GL\_UNSIGNED\_INT) as indices in glDrawElements - typically only unsigned short or unsigned byte types are supported. This is more costly than using byte or short in terms of bandwidth, but does allow a much greater range of data to be specified - allowing larger models to be sent through one draw call where they would otherwise have to be batched.

#### Note

This functionality is core to OpenGL ES 3.0

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_element\\_index\\_uint.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_element_index_uint.txt)

#### Example Code

```
// Draw with 32-bit, unsigned integer indices
glDrawElements(GL_TRIANGLES, 32, GL_UNSIGNED_INT, indices);
```

### 3.58. GL\_OES\_extended\_matrix\_palette

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x

#### Description

This extension extends GL\_OES\_matrix\_palette, which specifies that a minimum of only 9 matrices are paletted, and that only 3 matrices can be blended per vertex. Based on developer feedback, this extension has been created to up the minimum palette size to 32, and now 4 matrices can be blended per vertex.

#### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_extended\\_matrix\\_palette.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_extended_matrix_palette.txt)

#### Example Code

```
// Bind the 32nd matrix as the current matrix, not normally allowed but defined by this
// extension.
glCurrentPaletteMatrixOES(31);
```



## 3.59. GL\_OES\_fixed\_point

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

This extension provides fixed point functions for hardware that supports the OpenGL ES 1.x common profile, but has inefficient floating point support. The functions provided are equivalent to the Common-Lite profile, and are denoted by ending in an "x" instead of an "f" for floating point functions. Fixed point values are unsigned integers that are scaled to a S15.16 representation. The S15.16 representation means that there is one sign bit, the top 15 bits represent integer values, and the bottom 16 bits represent values below zero. In essence, it represents a signed short with 16 bits of sub-zero values.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_fixed\\_point.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_fixed_point.txt)

### Example Code

```
// Use the fixed-point version of a function to scale by 1.0, 0.5 and 2.0 in the x, y and z
// axes respectively. The value "65536" is effectively treated as 1.0.
GLfixed x = 65536;
GLfixed y = 65536 / 2;
GLfixed z = 65536 * 2;
glScalex(x, y, z);
```

## 3.60. GL\_OES\_fragment\_precision\_high

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0

### Description

This extension allows the use of high precision floating point values in fragment shaders. This affects GLSL ES 1.00 only, as it is a core feature in GLSL ES 3.00. High precision floating point allows a higher range of values to be used than would otherwise be provided by medium precision floating point, allowing more complex and accurate work to be done in the shader.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_fragment\\_precision\\_high.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_fragment_precision_high.txt)

### Example Code (GLSL)

```
// Declare a highp variable in a fragment shader, not allowed in Core OpenGL ES
varying highp vec4 someVariable;
```

### 3.61. GL\_OES\_framebuffer\_object

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x

#### Description

This extension defines a simple interface for drawing to rendering destinations other than the buffers provided to the GL by the windowing-system. This allows things to be drawn independently of VSync and enables multi-pass algorithms that previously would have been limited to using CopyTexImage2D on the main framebuffer. Framebuffers allow you to attach colour, depth and stencil attachments to be used as drawing buffers, and then bind the framebuffer to be drawn into. Subsequent draw operations will then take place in this framebuffer, until the main framebuffer is rebound. Textures attached in this way can then be read back in subsequent drawing operations. This extension also introduces "Renderbuffers", which work similarly to a texture but are managed by the GPU entirely, and cannot be read back later. They are typically used for things like a depth buffer where the end result does not matter and will never need flushing.

#### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_framebuffer\\_object.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_framebuffer_object.txt)

## Example Code

```
void Initialise()
{
    // Create a framebuffer object
    GLint framebufferObject;
    glGenFramebuffersOES(1, &framebufferObject);

    // Bind the framebuffer object to the current state
    glBindFramebufferOES(GL_FRAMEBUFFER_OES, framebufferObject)

    // Create a depth renderbuffer
    GLint renderBuffer;
    glGenRenderbuffersOES(1, &renderBuffer);

    // Bind and initialise it.
    glBindRenderbufferOES(GL_RENDERBUFFER_OES, renderBuffer);
    glRenderbufferStorageOES(GL_RENDERBUFFER_OES, GL_DEPTH_COMPONENT16_OES, 1024, 1024);

    // Attach the renderbuffer to the framebuffer
    glFramebufferRenderbufferOES(GL_FRAMEBUFFER_OES, GL_DEPTH_ATTACHMENT,
    GL_RENDERBUFFER_OES, renderBuffer);

    // Create a colour texture
    GLint texture;
    glGenTextures(1, &texture);

    // Bind and initialise the texture
    glBindTexture(GL_TEXTURE_2D, texture);
    glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA, 1024, 1024, 0, GL_RGBA, GL_UNSIGNED_BYTE,
    NULL);

    // Attach the texture to the framebuffer
    glFramebufferTexture2DOES(GL_FRAMEBUFFER_OES, GL_COLOUR_ATTACHMENT0_OES,
    GL_TEXTURE_2D, texture, 0);

    // Check framebuffer is complete
    if (glCheckFramebufferStatusOES(GL_FRAMEBUFFER_OES) != GL_FRAMEBUFFER_COMPLETE_OES)
    {
        // An error has occurred
    }
}

void Render()
{
    // Bind the framebuffer for rendering
    glBindFramebufferOES(GL_FRAMEBUFFER_OES, framebufferObject)

    // Draw something
    glDraw(...);

    // Bind the default (EGL provided) framebuffer to actually draw to the screen
    glBindFramebufferOES(GL_FRAMEBUFFER_OES, 0)

    // Draw something else, generally using the result of the framebuffer object's render.
    glDraw(...);

    // SwapBuffers
    eglSwapBuffers();
}
```

## 3.62. GL\_OES\_get\_program\_binary

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0

### Description

One of the larger costs of using shaders is that when initialising your application, they need to be compiled by an implementation's default compiler. Mechanisms exist to get the compiled shader binary back from the API after compilation, but there is still a linking stage after this which needs to be performed to create a program. This extension allows users to retrieve the fully compiled and linked program binary from the API, and then load it in on subsequent runs. Using this extension can save additional time on application start up compared to shader binaries as it also includes the attribute location binding and linking stages. It's worth noting that this extension does not itself define any binary formats, this is up to each vendor. For PowerVR hardware, these formats are defined by GL\_IMG\_program\_binary.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_get\\_program\\_binary.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_get_program_binary.txt)

### Example Code

```
// Create a shader program object
GLuint shaderProgram = glCreateProgram();

// If there isn't already a binary, create a program
if (!binaryExists)
{
    // Create shaders, compile them, attach them and link them as per normal, then...

    // Retrieve the program binary size
    GLint length=0;
    glGetProgramiv(shaderProgram, GL_PROGRAM_BINARY_LENGTH, &length);

    // Pointer to the binary shader program in memory, needs to be allocated with the
    // right size.
    GLvoid* programBinaryData = (GLvoid*)malloc(length);

    // The format that the binary is retrieved in.
    GLenum binaryFormat=0;

    // Error checking variable - this should be greater than 0 after
    // glGetProgramBinaryOES, otherwise there was an error.
    GLsizei lengthWritten=0;

    glGetProgramBinaryOES(shaderProgram, length, &lengthWritten, &binaryFormat,
        programBinaryData);
}
else
{
    // Get the binary data, how much data there is, and what format it's in from whatever
    // cache it's stored in (e.g. a file)
    // ...

    // Instead of creating, compiling, attaching and linking shaders, upload a binary
    // program data from a program that previously underwent all of these stages.
    glProgramBinaryOES(shaderProgram, binaryFormat, programBinaryData,
        programBinaryDataLength);
}
```

### 3.63. GL\_OES\_mapbuffer

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0

#### Description

This extension enables the user to upload data directly into memory that the driver provides for them, by mapping the storage of a buffer object into client address space. In many cases this means that the user can avoid an additional memory allocation on top of one performed by the driver.

#### Note

This functionality is core to OpenGL ES 3.0 in the form of `glMapBufferRange`

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_mapbuffer.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_mapbuffer.txt)

#### Example Code

```
// Bind a buffer
glBindBuffer(GL_ARRAY_BUFFER, aVertexBuffer);

// Map the buffer's data to a CPU addressable pointer, in a way that allows us to write to it,
// but not read the data back.
void* bufferData = glMapBufferOES(GL_ARRAY_BUFFER, GL_WRITE_ONLY_OES);

// Get the size of the buffer
GLint bufferSize = 0;
glGetBufferParameteriv(GL_ARRAY_BUFFER, GL_BUFFER_SIZE, &bufferSize);

// Write some data into the pointer
memcpy(bufferData, newDataForTheBuffer, bufferSize);

// Unmap the pointer
glUnmapBufferOES(GL_ARRAY_BUFFER);

// The pointer is now invalid, so NULL it
bufferData = NULL;
```

## 3.64. GL\_OES\_matrix\_get

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

This extension is specifically targeted at platforms where only fixed point functionality is supported on the CPU, but data may be represented internally to a GPU as floating point. In these cases, an application developer is only able to query floating point matrices via `glGetFixedv`, which will result in a loss of information. To work around this, this extension allows floating point matrices to be queried back from the hardware by packing each floating point value into an integer instead, using the IEEE 754 floating point representation. This value can then be queried using `glGetIntegerv`, using a number of new "float as int" tokens for affected matrix types.

### Note

This functionality is core to OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_matrix\\_get.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_matrix_get.txt)

### Example Code

```
// Get the values of the projection matrix that was previously loaded into OpenGL ES, but with
// the floating point bits stored as integers (for systems that don't support floats)
GLint projectionMatrix[16];
glGetIntegerv(GL_MODELVIEW_MATRIX_FLOAT_AS_INT_BITS_OES, projectionMatrix);
```

## 3.65. GL\_OES\_matrix\_palette

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

Rather than using a fixed matrix for an entire model, allowing a mixture of different matrices with appropriate weightings to be used in a single piece of geometry can allow greater flexibility in a renderer. In particular this enables better control of skeletal animation. This extension adds a palette of matrices to be specified, with indices passed in an array to specify which matrix to use for each vertex, and an array of weights to control how much it affects the vertex.

### Note

This extension is effectively part of the OpenGL ES 1.x Extension Pack Specification (required for GL\_OES\_extended\_matrix\_palette) and is core functionality in OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_matrix\\_palette.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_matrix_palette.txt)

### Example Code

```
// Set the matrix palette stack as the current matrix mode
glMatrixMode(GL_MATRIX_PALETTE_OES);

// Bind the 9th matrix as the current matrix - the maximum guaranteed by this extension
glCurrentPaletteMatrixOES(8);

// Load a matrix into the palette
glLoadMatrix(someTranslationMatrix);

// Use translation functions as with any other matrix
glTranslatef(0.0f, 10.0f, 0.0f);
```



## 3.66. GL\_OES\_packed\_depth\_stencil

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT (ES2/3 Only)

### Valid APIs

OpenGL ES 1.x, 2.0

### Description

Typical use of a depth buffer can generally be satisfied with a 24-bit buffer, but this is generally unaligned with respect to power-of-two boundaries. Having 8-bits of stencil data is typically more than enough for most applications, so it is a natural fit to interleave the two buffer types. By doing so, the overall buffer can be aligned to power-of-two boundaries for speed, without wasting any memory.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_packed\\_depth\\_stencil.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_packed_depth_stencil.txt)

### Example Code

```
// Create a packed depth and stencil texture format, normally you would not upload data here
// for this
glTexImage2D(GL_TEXTURE_2D, 0, GL_DEPTH_STENCIL_OES, 1024, 1024, 0, GL_DEPTH_STENCIL_OES,
GL_UNSIGNED_INT_24_8_OES, NULL);
```

## 3.67. GL\_OES\_point\_size\_array

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

Points are usually rendered at a fixed size by OpenGL ES, according to the value set by `glPointSize`. This size is applied uniformly to all rendered points, which limits their capabilities. This extension adds the ability to use an array of values instead, so that each point can have different sizes.

### Note

This functionality is core to OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_point\\_size\\_array.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_point_size_array.txt)

### Example Code

```
// Setup an array of points to be rendered - three in this case
GLfloat pointPositions[] =
{
    0.4f, 0.7f, 0.2f,
    0.1f, -0.5f, 0.2f,
    -0.0f, 0.7f, 0.2f
};

// Set the vertex pointer as normal
glVertexPointer(3, GL_FLOAT, 0, pointPositions);

// Enable the vertex array
glEnableClientState(GL_VERTEX_ARRAY);

// Create an array of sizes for these points
GLfloat pointSizes[] =
{
    1.0f,
    2.0f,
    0.7f
};

// Set the point sizes via this extension
glPointSizePointerOES(3, GL_FLOAT, 0, pointPositions);

// Enable the point size array
glEnableClientState(GL_POINT_SIZE_ARRAY_OES);

// Draw the points
glDraw(GL_POINTS, ...);
```

## 3.68. GL\_OES\_point\_sprite

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

This extension extends the standard functionality of OpenGL points to allow more flexible rendering than otherwise provided. For a core point object, OpenGL ES specifies that texture coordinates are identical across the entire body of the point, and it is then antialiased to fade out. To work around this, developers often use a quad with an alpha blended/tested texture to allow the full range of a texture to be expressed. When in use, this extension disables the antialiasing on the point, and instead interpolates the texture coordinates provided over the entire body of the point, allowing a point to be effectively textured to represent a sprite.

### Note

This functionality is core to OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_point\\_sprite.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_point_sprite.txt)

### Example Code

```
// Enable point sprite drawing
glEnable(GL_POINT_SPRITE_OES);

// Set the texture environment to use point sprite coordinate replace to true, so that texture
// coordinates are interpolated automatically across the rendered point, rather than using a
// single coordinate.
glTexEnvf(GL_POINT_SPRITE_OES, GL_COORD_REPLACE_OES, GL_TRUE);

// Draw some point sprites at the locations specified in
glDraw(GL_POINTS, ...);
```

## 3.69. GL\_OES\_query\_matrix

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

This extension allows a user to query a matrix in a type independent of the underlying implemented value, by returning the mantissa and exponent of each matrix value separately. This solves a similar issue to OES\_matrix\_get, but in a slightly more flexible way. The mantissa value is returned as an S15.16 fixed point value, and the exponents are returned as integers. It works similarly to the C function "modf". This extension relies on either the Common-Lite profile or the GL\_OES\_fixed\_point extension to provide the definition of a fixed point value.

### Note

This functionality is core to OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_query\\_matrix.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_query_matrix.txt)

### Example Code

```
// Get the project matrix back as separate exponents and mantissas

// Set the projection matrix stack as the current matrix mode
glMatrixMode(GL_PROJECTION);

// Get the exponents and mantissa values of the projection matrix that was previously loaded
// into OpenGL ES
GLfixed projectionMatrixMantissas[16];
GLint projectionMatrixExponents[16];
glQueryMatrixxOES(projectionMatrixMantissas, projectionMatrixExponents);
```

### 3.70. GL\_OES\_read\_format

**Supported Hardware**

Series5, Series5XT, Series6, Series6XE, Series6XT

**Valid APIs**

OpenGL ES 1.x

**Description**

Reading pixels from a framebuffer in OpenGL ES is performed via the function `glReadPixels()`. This function is able to read data out in only one format for OpenGL ES 1.x; `RGBA8888`. This extension adds another, implementation defined format, which can be queried with `glGetIntegerv()`. These additional formats are limited to being `RGBA`, `RGB` or `Alpha-Only` formats.

**Note**

This functionality is core to OpenGL ES 2.0 and 3.0.

**Registry Link**

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_read\\_format.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_read_format.txt)

## Example Code

```
// Find out the preferred format and type to read back pixels on a platform
GLint preferredFormat;
GLint preferredType;
glGetIntegerv(GL_IMPLEMENTATION_COLOR_READ_FORMAT_OES, &preferredFormat);
glGetIntegerv(GL_IMPLEMENTATION_COLOR_READ_FORMAT_OES, &preferredType);

// Figure out how big the texture is going to be.
GLuint pixelReadDataSize = 0;
switch(preferredFormat)
{
case GL_RGBA:
    {
        switch(preferredType)
        {
            case GL_UNSIGNED_BYTE:
                pixelReadDataSize = readWidth * readHeight * 4;
                break;
            case GL_UNSIGNED_SHORT_4_4_4_4:
            case GL_UNSIGNED_SHORT_5_5_5_1:
                pixelReadDataSize = readWidth * readHeight * 2;
                break;
        }
        break;
    }
case GL_RGB:
    {
        switch(preferredType)
        {
            case GL_UNSIGNED_BYTE:
                pixelReadDataSize = readWidth * readHeight * 3;
                break;
            case GL_UNSIGNED_SHORT_5_6_5:
                pixelReadDataSize = readWidth * readHeight * 2;
                break;
        }
        break;
    }
case GL_LUMINANCE_ALPHA:
    {
        pixelReadDataSize = readWidth * readHeight * 2;
        break;
    }
case GL_LUMINANCE:
    {
        pixelReadDataSize = readWidth * readHeight;
        break;
    }
case GL_ALPHA:
    {
        pixelReadDataSize = readWidth * readHeight;
        break;
    }
}

// Allocate enough space to read the data
GLvoid* pixelReadData = malloc(pixelReadDataSize);

// Specify the pixel unpack operation to be tightly packed (no padding) when reading back
// data, otherwise this needs to be handled when working out the size
glPixelStorei(GL_UNPACK_ALIGNMENT, 1);

// Read pixels using these formats
if (pixelReadData)
{
    glReadPixels(readOriginX, readOriginY, readWidth, readHeight, preferredFormat,
        preferredType, pixelReadData);
}
```

### 3.71. GL\_OES\_required\_internalformat

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x, 2.0

#### Description

By default, OpenGL ES implementations are free to store texture data as they see fit when using unsized types such as "GL\_RGBA". This extension adds a number of "sized" internal formats to the specification which mandate a minimum storage precision for these data types. More precision may be used internally, but it can never store data at a lower precision than requested which would otherwise cause a loss of information.

#### Note

This functionality is core to OpenGL ES 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_required\\_internalformat.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_required_internalformat.txt)

#### Example Code

```
// Create a texture with RGBA8 so that it uses no less than 8 bits per pixel
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA8_OES, 1024, 1024, 0, GL_RGBA, GL_UNSIGNED_BYTE,
pixelData);
```

## 3.72. GL\_OES\_rgb8\_rgba8

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x, 2.0

### Description

This extension adds the sized internal formats RGB8 and RGBA8 to the list of internal formats accepted by the function "glRenderBufferStorage". These formats represent 3 and 4 channel data formats with 8-bits per channel, used to represent colour data.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_rgb8\\_rgba8.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_rgb8_rgba8.txt)

### Example Code

```
// Create a renderbuffer with RGBA8 so that it uses no less than 8 bits per pixel
glRenderbufferStorage(GL_RENDERBUFFER, GL_RGBA8_OES, 1024, 1024);
```



### 3.73. GL\_OES\_sample\_shading

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 3.x

#### Description

This extension is one of three extensions which enhances OpenGL ES's programmability with respect to how multisampling is performed:

- GL\_OES\_sample\_variables
- GL\_OES\_sample\_shading
- GL\_OES\_shader\_multisample\_interpolation

GL\_OES\_sample\_shading adds the ability to force an implementation to process a minimum number of unique samples per-pixel, as a percentage of the total number of samples.

#### Example Code

```
// Enable minimum sample shading
glEnable(GL_SAMPLE_SHADING_OES);

// Set the minimum number of samples to half the total number of samples per-pixel in the
// framebuffer
// E.g. if the framebuffer has 4xMSAA enabled, then a value of 0.5 will mean at least 2 (0.5 x
// 4 = 2) samples must be processed.
glMinSampleShading(0.5);
```

## 3.74. GL\_OES\_sample\_variables

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.x

### Description

This extension is one of three extensions which enhances OpenGL ES's programmability with respect to how multisampling is performed:

- GL\_OES\_sample\_variables
- GL\_OES\_sample\_shading
- GL\_OES\_shader\_multisample\_interpolation

GL\_OES\_sample\_variables is required by the other two extensions, and adds a number of variables accessible to a fragment shader that allow control over each individual sample that contributes to the current fragment:

```
in lowp int gl_SampleID*
    The ID of the current sample being shaded.
in mediump vec2 gl_SamplePosition*
    The sub-pixel position of the sample, in the range [0,1], relative to the
bottom left of the pixel.
in highp int gl_SampleMaskIn[(gl_MaxSamples+31)/32]
    The sample mask generated for the current fragment by the fixed function
pipeline.
out highp int gl_SampleMask[(gl_MaxSamples+31)/32]**
    Output sample mask, allowing the shader to generate a different mask,
programmably.
```

\* Note that any use of these variables will force the fragment shader to run at sample rate, increasing the amount of fragment work.

\*\* gl\_SampleMask will be filled in with the value of gl\_SampleMaskIn if it is never written to. If any execution path might write to it, all paths must write to it, or the value will be undefined.

### Example GLSL

```
#extension GL_OES_sample_variables : require

void main()
{
    ...

    // Safely invert the sample mask
    for (uint i = 0; i < ((gl_MaxSamples+31)/32); ++i)
    {
        gl_SampleMask[i] == !gl_SampleMaskIn[i];
    }

    ...
}
```

## 3.75. GL\_OES\_shader\_image\_atomic

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.x

### Description

This extension adds GLSL built-ins that provide guaranteed atomic read/write access to images when called. Image atomic operations perform a guaranteed read/modify/write operation to a given pixel in an image without overlapping with any other shader performing another atomic operation at the same time (causing a race condition). These operations can only work on integer or unsigned integer textures. They are all labelled as `imageAtomic*()`, and perform the same types of atomic operations added by ES 3.1 and in many Operating Systems on the CPU:

- `imageAtomicAdd`
- `imageAtomicMin`
- `imageAtomicMax`
- `imageAtomicAnd`
- `imageAtomicOr`
- `imageAtomicXor`
- `imageAtomicExchange`
- `imageAtomicCompSwap`

These are identical to the already available atomic operations for buffer objects, but function on images instead. These functions only operate on integer or unsigned integer images.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_shader\\_image\\_atomic.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_shader_image_atomic.txt)

### Example GLSL

```
layout(binding = 0) coherent uimage2D exampleImage;

void main()
{
    ...

    // Increment the value at the current fragment coordinate in the example image.
    imageAtomicAdd(exampleImage, gl_FragCoord.xy, 1);

    ...
}
```

## 3.76. GL\_OES\_shader\_multisample\_interpolation

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.x

### Description

This extension is one of three extensions which enhances OpenGL ES's programmability with respect to how multisampling is performed:

- GL\_OES\_sample\_variables
- GL\_OES\_sample\_shading
- GL\_OES\_shader\_multisample\_interpolation

GL\_OES\_shader\_multisample\_interpolation adds functions to GLSL that allow fragment inputs to be interpolated at locations other than just the centroid, such as specific sample locations, or at a given offset (within an implementation-defined range).

### Example GLSL

```
#extension GL_OES_sample_variables : require
#extension GL_OES_shader_multisample_interpolation : require

// A sample-rate input. Operations using this must be calculated separately for each sample.
// It is automatically interpolated at each sample location, rather than the centroid.
sample in highp vec2 sampleTextureCoords;

// A standard input
in highp vec4 normal;

void main()
{
    ...

    // Get the normals for each sample location - as if it were declared with 'sample'
    highp vec4 sampleNormal = interpolateAtSample(normal, gl_SampleID);

    ...
}
```

## 3.77. GL\_OES\_single\_precision

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

This function is basically the equivalent of the GL\_OES\_fixed\_point, but for floating point functions. This extension doesn't actually express anything, as these functions exist in the common profile anyway. Theoretically it could have made some sort of sense in a Common-Lite Profile (fixed point only), but this never happened in practice.

### Note

This functionality is core to OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_single\\_precision.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_single_precision.txt)

### Example Code

```
// Use a floating point function
GLfloat rgbaBlendValues[4] = {0.0f, 0.0f, 0.0f, 0.0f};
glGetFloatv(GL_BLEND_COLOR, rgbaBlendValues);
```

## 3.78. GL\_OES\_standard\_derivatives

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 2.0

### Description

Standard derivative functions are optionally available in the GL shading language to give an approximate delta to the values in neighbouring fragments in the x or y directions. The function will evaluate the local difference for any value passed to it. It uses `dFdx()` to return the difference in the x direction, and `dFdy()` to return the difference in the y direction.

For example, if you were to call `'dFdx(gl_FragCoord.x)'`, you'd get a result of 1.0, as the neighbouring fragment will have an x coordinate exactly one position over. `'dFdx(gl_FragCoord.y)'` on the other hand would return 0.0, as the y coordinate is static as you move left or right.

Typical use of this functionality is to estimate the filter width used for anti-aliasing procedural textures. To facilitate this use case, a third function is provided: `fwidth()`, which returns the sum of the absolute difference in x and y (e.g. `abs(dFdx(val)) + abs(dFdy(val))`).

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_standard\\_derivatives.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_standard_derivatives.txt)

### Example Code (GLSL)

```
// Get the texture colour for a given fragment
lowp vec4 colourHere = texture2D(sTexture, TexCoord.xy);

// Get the value that was used in a neighbouring fragment in the x direction
lowp vec4 colourNextDoor = dFdx(colourHere) + colourHere;

// Get the value that was used in a neighbouring fragment in the y direction
lowp vec4 colourNextDoorVertically = dFdy(colourHere) + colourHere;
```

## 3.79. GL\_OES\_stencil\_wrap

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

Core OpenGL ES 1.0 stencil buffers require that when a value is incremented to the maximum value or decreased to the minimum, further operations will clamp that value. However, a number of algorithms use this buffer as a counter, calculating the difference between the total number of increments and the total number of decrements. This extension adds two new stencil operations: INCR\_WRAP and DECR\_WRAP. These allow the value to wrap round when the value changes, and gives more flexibility to the stencil buffer.

### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_stencil\\_wrap.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_stencil_wrap.txt)

### Example Code

```
// Change the stencil operations to decrease and wrap when failing the depth or stencil test,
// and increase and wrap when succeeding
glStencilOp(GL_DECR_WRAP, GL_DECR_WRAP, GL_INCR_WRAP);
```

## 3.80. GL\_OES\_stencil8

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

Despite OpenGL ES 1.x supporting Depth and Stencil testing in core, the specification doesn't define any stencil buffer representations, and does not mandate any stencil buffer support. This extension exposes an 8 bit stencil buffer for stencil operations.

### Note

This functionality is core to OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_stencil8.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_stencil8.txt)

### Example Code

```
// Create a 1024x1024, 8-bit stencil renderbuffer  
glRenderbufferStorage(GL_RENDERBUFFER, GL_STENCIL_INDEX8_OES, 1024, 1024);
```



## 3.81. GL\_OES\_surfaceless\_context

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x, 2.0, 3.x

### Description

Applications that want to render to framebuffer objects only, without touching any sort of main framebuffer, currently still need to create an `EGLSurface` for a context.

`EGL_KHR_surfaceless_context` adds the ability to create a context without a surface, but vanilla OpenGL ES cannot function correctly with such a context. This extension provides mechanisms whereby this behaviour is defined so that there is no need to create a default surface.

A single new feature is added in the form of an enum, `GL_FRAMEBUFFER_UNDEFINED_OES`, which is returned when what would otherwise be the default framebuffer is bound. Any commands relying on the framebuffer will behave as if an incomplete framebuffer, of size 0 by 0, is currently bound.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_surfaceless\\_context.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_surfaceless_context.txt)

### Example Code

```
// Query the current framebuffer status
GLenum status = glCheckFramebufferStatus(GL_FRAMEBUFFER);

if (status == GL_FRAMEBUFFER_UNDEFINED_OES)
{
    // There's no framebuffer bound!
}
```

## 3.82. GL\_OES\_texture\_cube\_map

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

The standard way to render a cube of textures, such as a skybox, is to render from six individual 2D textures, one for each face. This means that the render has to be split, however, so that each face can be rendered with its own texture. This extension adds a new texture layout scheme for efficient rendering of things like skyboxes, by storing the 6 faces of a cubemap in one texture object. As well as this, texture lookups are performed by using a vector that points at the cube, rather than using explicit x,y coordinates.

This extension also adds texture coordinate generation functions to automatically create texture coordinates based on the eye direction of the user, via one of two modes:

- \* Reflection map mode: Generates the coordinates matching the eye-space reflection vector. This is used for standard skybox or other cubemapping.

- \* Normal map mode: Generates the coordinates matching the vertex's transformed eye-space normal. This is often useful for more advanced techniques and diffuse lighting models.

### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_texture\\_cube\\_map.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_texture_cube_map.txt)

### Example Code

```
// Create a cubemap texture - have to specify all faces individually.
glTexImage2D(GL_TEXTURE_CUBE_MAP_POSITIVE_X_OES, 0, GL_RGBA 1024, 0, GL_RGBA,
GL_UNSIGNED_BYTE, pixelData[0]);
glTexImage2D(GL_TEXTURE_CUBE_MAP_POSITIVE_Y_OES, 0, GL_RGBA 1024, 0, GL_RGBA,
GL_UNSIGNED_BYTE, pixelData[1]);
glTexImage2D(GL_TEXTURE_CUBE_MAP_POSITIVE_Z_OES, 0, GL_RGBA 1024, 0, GL_RGBA,
GL_UNSIGNED_BYTE, pixelData[2]);
glTexImage2D(GL_TEXTURE_CUBE_MAP_NEGATIVE_X_OES, 0, GL_RGBA 1024, 0, GL_RGBA,
GL_UNSIGNED_BYTE, pixelData[3]);
glTexImage2D(GL_TEXTURE_CUBE_MAP_NEGATIVE_Y_OES, 0, GL_RGBA 1024, 0, GL_RGBA,
GL_UNSIGNED_BYTE, pixelData[4]);
glTexImage2D(GL_TEXTURE_CUBE_MAP_NEGATIVE_Z_OES, 0, GL_RGBA 1024, 0, GL_RGBA,
GL_UNSIGNED_BYTE, pixelData[5]);
```

### 3.83. GL\_OES\_texture\_env\_crossbar

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 1.x

#### Description

This extension extends the combining functionality in OpenGL ES 1 to allow application developers to choose textures from specific active texture units as the source, rather than just the current texture.

#### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_texture\\_env\\_crossbar.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_texture_env_crossbar.txt)

#### Example Code

```
// Set the first source alpha texture environment variable to sample from the third texture
// unit
glTexEnv(GL_TEXTURE_2D, GL_SOURCE0_ALPHA, GL_TEXTURE2);
```

## 3.84. GL\_OES\_texture\_float

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT (ES2/3 Only)

### Valid APIs

OpenGL ES 1.x, 2.0

### Description

This extension adds the ability to use 32-bit floating point type (GL\_FLOAT) representations of texture data as a readable texture format when shading an object. This extension does not add linear sampling from this texture type however due to the high cost of such an operation, which is instead enabled by GL\_OES\_texture\_float\_linear. This extension also does not allow these textures to be used as a colour attachment for a framebuffer.

The float data format allows greater range than an integer representation would and is typically used for High Dynamic Range (HDR) colour data.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_texture\\_float.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_texture_float.txt)

### Example Code

```
// Create a floating point texture
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA, 1024, 1024, 0, GL_RGBA, GL_FLOAT, pixelData);

// Only nearest filtering is supported for these textures for this extension. Linear filtering
// is enabled by separate extensions.
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST_MIPMAP_NEAREST);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);
```

### 3.85. GL\_OES\_texture\_half\_float

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT (ES2/3 Only)

#### Valid APIs

OpenGL ES 1.x, 2.0

#### Description

This extension adds the ability to use 16-bit floating point type (GL\_HALF\_FLOAT) representations of texture data as a readable texture format when shading an object. This extension does not add linear sampling from this texture type however due to the high cost of such an operation, which is instead enabled by GL\_OES\_texture\_half\_float\_linear. This extension also does not allow these textures to be used as a colour attachment for a framebuffer. The extension GL\_EXT\_color\_buffer\_half\_float allows half float textures to be attached to a framebuffer.

The half-float data format consists of 1 sign bit, 5 exponent bits and 10 mantissa bits, and allows greater range than an integer representation would, whilst reducing the memory footprint to that of a short data type.

#### Note

This functionality is core to OpenGL ES 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_texture\\_float.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_texture_float.txt)

#### Example Code

```
// Create a floating point texture
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA, 1024, 1024, 0, GL_RGBA, GL_HALF_FLOAT_OES, pixelData);

// Only nearest filtering is supported for these textures for this extension. Linear filtering
// is enabled by separate extensions.
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST_MIPMAP_NEAREST);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);
```

## 3.86. GL\_OES\_texture\_mirrored\_repeat

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x

### Description

This extension adds another wrap mode to OpenGL ES, similar to GL\_REPEAT, but the image is flipped each time it is repeated. For horizontal repeats, the texture is flipped horizontally, and for vertical repeats it is flipped vertically. The benefit of this is that it means tiled textures can be created without having to worry about making the edges match up.

### Note

This extension is part of the OpenGL ES 1.x Extension Pack Specification and is core functionality in OpenGL ES 2.0 and 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_texture\\_mirrored\\_repeat.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_texture_mirrored_repeat.txt)

### Example Code

```
// Set the wrap mode for a texture to mirrored repeat
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_MIRRORED_REPEAT);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_MIRRORED_REPEAT);
```

## 3.87. GL\_OES\_texture\_npot

### Supported Hardware

Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x, 2.0

### Description

This extension removes almost all of the limitations surrounding non-power of two textures in OpenGL ES 1.x and 2.0. MIP Map specification is now allowed, and minification filters that include a MIP Map filter will now work as expected for Power of Two textures. All available wrap modes will now work as well, rather than just GL\_CLAMP. The only restriction that this extension does not lift is that in OpenGL ES 1.x, glGenerateMIPMaps will not work unless GL\_OES\_framebuffer\_object is also supported.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_texture\\_npot.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_texture_npot.txt)

### Example Code

```
// Upload a texture with dimensions of 15 by 47. Typically this isn't supported without
// extension support.
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGBA, 15, 47, 0, GL_RGBA, GL_UNSIGNED_BYTE, pixelData);

// This extension lifts any restrictions on non-power of two textures, and all filter/wrap
// modes can be used.
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR_MIPMAP_LINEAR);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT);
```

## 3.88. GL\_OES\_texture\_stencil8

### Supported Hardware

Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 3.1

### Description

This extension provides support for a new type of immutable texture - two dimensional multisample array textures.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_texture\\_stencil8.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_texture_stencil8.txt)

### Example Code

```
// Create a 2D Multisample array texture
GLuint ms2dArrayTexture;
glGenTextures(1, &ms2dArrayTexture);
glBindTexture(GL_TEXTURE_2D_MULTISAMPLE_ARRAY_OES, ms2dArrayTexture);

// Allocate a 512x512 texture with 4 samples, 128 array layers, and RGBA data
glTexStorage3DMultisampleOES(GL_TEXTURE_2D_MULTISAMPLE_ARRAY_OES, 4, GL_RGBA8, 512, 512, 128,
GL_FALSE);
```



### 3.89. GL\_OES\_texture\_storage\_multisample\_2d\_array

#### Supported Hardware

Series6, Series6XE, Series6XT

#### Valid APIs

OpenGL ES 3.1

#### Description

This extension provides support for a new type of immutable texture - two dimensional multisample array textures.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_texture\\_storage\\_multisample\\_2d\\_array.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_texture_storage_multisample_2d_array.txt)

#### Example Code

```
// Create a 2D Multisample array texture
GLuint ms2dArrayTexture;
glGenTextures(1, &ms2dArrayTexture);
glBindTexture(GL_TEXTURE_2D_MULTISAMPLE_ARRAY_OES, ms2dArrayTexture);

// Allocate a 512x512 texture with 4 samples, 128 array layers, and RGBA data
glTexStorage3DMultisampleOES(GL_TEXTURE_2D_MULTISAMPLE_ARRAY_OES, 4, GL_RGBA8, 512, 512, 128,
GL_FALSE);
```

## 3.90. GL\_OES\_vertex\_array\_object

### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT

### Valid APIs

OpenGL ES 1.x, 2.0

### Description

This extension provides a level of encapsulation for bound vertex state such as that set by, for example 'glVertexPointer'. With this extension, any modifications to the vertex array state will bind specifically to the bound VAO, rather than being bound directly to the context. Changing between bound VAOs will modify the vertex state to whatever was last set within the newly bound VAO. This allows users to quickly switch between various vertex states, allowing them to, for example, switch between different model objects with far fewer API calls than are traditionally needed. To maintain compatibility with the Core ES APIs, this extension employs a "default VAO". What this means is that rather than the object name '0' being a special "nothing bound" name as in most OpenGL objects, it is instead a fully usable VAO.

More specifically, vertex array objects all the state set by the following methods:

ES1: gl\*Pointer(), glEnableClientState(), glBindBuffer()\*

ES2: glVertexAttribPointer(), glEnableVertexAttribArray(), glBindBuffer()\*

\*VAOs only store the bound GL\_ELEMENT\_ARRAY\_BUFFER. Any binding to GL\_ARRAY\_BUFFER or other buffer types are separate and distinct from VAOs.

### Note

This functionality is core to OpenGL ES 3.0.

### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_vertex\\_array\\_object.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_vertex_array_object.txt)

### Example Code

```
// Generate a vertex array object
GLuint vertexArray;
glGenVertexArraysOES(1, &vertexArray);

// Bind the vertex array object
glBindVertexArrayOES(vertexArray);

// Set some vertex attribute pointers
glVertexAttribPointer(0, 4, GL_FLOAT, GL_TRUE, 0, dataPointer);

// Rebind the default VAO
glBindVertexArrayOES(0);
```

### 3.91. GL\_OES\_vertex\_half\_float

#### Supported Hardware

Series5, Series5XT, Series6, Series6XE, Series6XT (ES2/3 Only)

#### Valid APIs

OpenGL ES 1.x, 2.0

#### Description

This extension adds the ability to use 16-bit floating point (GL\_HALF\_FLOAT) representations of vertex data when uploading it to GL. The half-float data format consists of 1 sign bit, 5 exponent bits and 10 mantissa bits, and allows greater range than an integer representation would whilst reducing the memory footprint to that of a short data type.

#### Note

This functionality is core to OpenGL ES 3.0.

#### Registry Link

[http://www.khronos.org/registry/gles/extensions/OES/OES\\_vertex\\_half\\_float.txt](http://www.khronos.org/registry/gles/extensions/OES/OES_vertex_half_float.txt)

#### Example Code

```
// Set a vertex attribute to sample vertices as half float values.
glVertexAttribPointer(0, 4, GL_HALF_FLOAT_OES, GL_TRUE, 0, dataPointer);
```

## 4. Contact Details

For further support, visit our forum:

<http://forum.imgtec.com>

Or file a ticket in our support system:

<https://pvrsupport.imgtec.com>

To learn more about our PowerVR Graphics SDK and Insider programme, please visit:

<http://www.powervrinsider.com>

For general enquiries, please visit our website:

<http://imgtec.com/corporate/contactus.asp>

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