# Framebuffer Objects

1. Multiple render targets (MRT)

* TODO...

1. Multisampled Renderbuffers

* Activated using **glRenderBufferStorageMultisample**. Calling this with 0 samples is equivalent to using **glRenderBufferStorage**.
* Multisampling is not supported with integral typed internal formats.
* If multiple multisampled Renderbuffers are used, the internal format of the data type they hold must be the same accross all of them, as must be the number of samples.
* A consequence of the prior is that, if the usage of a GL\_DEPTH\_ATTACHMENT is required, it must also have the same internal format size and the same number of samples as the ones using GL\_COLOR\_ATTACHMENT.

1. Sampling from Renderbuffers

* To be able to sample from a Renderbuffer, the data must be copied to another Framebuffer which has texture attachments (done with **glFramebufferTexture2D**).
* The source framebuffer must be bound on the GL\_READ\_FRAMEBUFFER target, while the destination must be bound to the GL\_DRAW\_FRAMEBUFFER.
* Each GL\_COLOR\_ATTACHMENTx from the source Framebuffer must be set for reading using **glReadBuffer**, while the ones from the destination must be set for drawing using **glDrawBuffers**.
* The copying itself is done using **glBlitFramebuffer**. It will fail if the data formats from the two Framebuffers don't match.

1. TODO...