

Chapter 2

Texture Environment Crossbar

The OES_

Chapter 4

Cube Maps

The `OES_texture_cube_map`

OpenGL 1.5	Common	Common-Lite
BindTexture (enum target, uint texture) target = TEXTURE_CUBE_		

Chapter 5

Blending Extensions

The `OES_blend_subtract`

Chapter 6

Stencil Extensions

The OES

Revision History

Feb 03, 2005	Aaftab Munshi	First draft of extension
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Chapter 8

Framebuffer Objects

Name

OES_framebuffer_object

Name Strings

GL_OES_framebuffer_object

Contact

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IP Status

None.

Status

Ratified by the Khronos BOP, July 22, 2005.

Version

Last Modified Date: July 18, 2005

Number

Dependencies

OpenGL ES 1.0 is required.

EXT_framebuffer_object is required.

Overview

This extension defines a simple interface for drawing to rendering

destinations other than the buffers provided to the GL by the window-system. `OES_framebuffer_object` is a simplified version of `EXT_framebuffer_object` with modifications to match the needs of OpenGL ES.

In this extension, these newlads of


```
enum CheckFramebufferStatusOES(enum target);

void FramebufferTexture2DOES(enum target, enum attachment,
                             enum textarget, uint texture,
                             int level);

void FramebufferRenderbufferOES(enum target, enum attachment,
                                enum renderbuffertarget, uint renderbuffer);

void GetFramebufferAttachmentParameterivOES(enum target, enum attachment,
                                              enum pname, int *params);

void GenerateMipmapOES(enum target);
```

OES_framebuffer_object implements the functionality defined by EXT_framebuffer_object with the following limitations:

- there is no support for DrawBuffer{s}, ReadBuffer{s}.
- FramebufferTexture2DOES can be used to render

