

リスト 3.7	「glTextureFBO.cpp」の「initFramebuffer()」ルーチン
<pre> void initFramebuffer(void) { //renderbuffer object の生成 glGenRenderbuffersEXT(1, &rbName); glBindRenderbufferEXT(GL_RENDERBUFFER_EXT, rbName); //depth bufferのメモリを確保 glRenderbufferStorageEXT(GL_RENDERBUFFER_EXT, GL_DEPTH_COMPONENT, TEX_WIDTH, TEX_HEIGHT); //framebuffer object の生成 glGenFramebuffersEXT(1, &fbName); glBindFramebufferEXT(GL_FRAMEBUFFER_EXT, fbName); //textureをframebuffer objectに結びつける glFramebufferTexture2DEXT(GL_FRAMEBUFFER_EXT, GL_COLOR_ATTACHMENT0_EXT, GL_TEXTURE_2D, texName, 0); //renderbufferをframebuffer objectに結びつける glFramebufferRenderbufferEXT(GL_FRAMEBUFFER_EXT, GL_DEPTH_ATTACHMENT_EXT, GL_RENDERBUFFER_EXT, rbName); //framebufferの無効化 glBindFramebufferEXT(GL_FRAMEBUFFER_EXT, 0); } </pre>	