External Texture Image

How to use EGLKHRExternalTexture

To use an DMA buffer as an external texture create an array to hold necessary information. This varies with platforms and types of buffers. This example shows using DMS buffers on RCarH3.

```
//Activate appropriate RenderTarget first.

EGLint defaultAttribs[13];
defaultAttribs[0] = EGL_DMA_BUF_PLANE0_FD_EXT;
defaultAttribs[1] = <file descriptor of the buffer>;  //file descriptor
defaultAttribs[2] = EGL_DMA_BUF_PLANE0_OFFSET_EXT;
defaultAttribs[3] = 0; // depends on platform and requirements
defaultAttribs[4] = EGL_DMA_BUF_PLANE0_PITCH_EXT;
defaultAttribs[5] = <pitch of the buffer>;
defaultAttribs[6] = EGL_LINUX_DRM_FOURCC_EXT;
defaultAttribs[7] = DRM_FORMAT_ARGB8888;  // depends on platform and requirements
defaultAttribs[8] = EGL_WIDTH;
defaultAttribs[9] = 255; // width of the image. Also set this to the EglKhrExternalTextureImage
defaultAttribs[10] = EGL_HEIGHT;
defaultAttribs[11] = 456; // height of the image. Also set this to the EglKhrExternalTextureImag
defaultAttribs[12] = EGL_NONE; //Terminator
Candera::EglKhrExternalTextureImage::SharedPointer ptr =
Candera::EglKhrExternalTextureImage::Create();
ptr->SetRole(<Candera::EglKhrExternalTextureImage::Consumer| Candera::EglKhrExternalTextureImage
ptr->SetAttributeList(defaultAttribs);  // will be deep copied.
ptr->SetExternalBufferType(EGL_LINUX_DMA_BUF_EXT); // buffer type
ptr->SetExternalBuffer(static_cast<EGLClientBuffer>(0)); // actual buffer
ptr->SetWidth(255);
ptr->SetHeight(456);
ptr->Upload();
```

Revision #4
Created 2023-02-22 08:36:27 UTC by Tsuyoshi.Kato
Updated 2026-08-19 02:08:32 UTC by Tsuyoshi.Kato