

Another OpenGL 4.2 Extension Is Hitting Mesa

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GL_ARB_shader_image_load_store allows GLSL built-in functions for shaders to load, store, and atomic read-modify-write operations on a single level of a texture object (images) during any shader stage. The OpenGL extension is documented at length within the specification found at OpenGL.org. This extension is required for full compliance with the OpenGL 4.2 specification.

[Read more](#) [2]

[Linux](#)

Source URL: <http://www.tuxmachines.org/node/62709>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/63>

[2] http://www.phoronix.com/scan.php?page=news_item&px=MTU3MjA