Subject: How to detect available OpenGL memory?
Posted by Tom1 on Thu, 02 Dec 2021 10:57:18 GMT
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Hi,

The title says it all: How to detect available OpenGL memory?

I have 32 GB of RAM (most of it free) but my GLCtrl based application panics and runs out of memory somewhere around 256 MB. This happens when creating big OpenGL textures in GLCtrl. Is there a way to cleanly avoid this crash, e.g. by checking available OpenGL memory before allocating more textures?

Best regards,

Tom