
Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

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@Capehill

Can you also point out plz how later it used. I.e. you open somewhere ogles2.library, and when you call AmiGetGLESProc ?

Maybe you can have a look at that loader.c file, and have idea how we can integrate it all there.

That what author answer me about how it works with dlsym() in gl4es:

Quote:

For dlopen/dlsym.

dlopen open an handle, and "load" a dynamic library. Then, with dlsym, you get address of a function based on it's name.

gl4es works like this: for example, if your program use glDrawElements(...)

Because you are linked (statically or dynamcally) to gl4es, you call the glDrawElements(...) from gl4es, that is an alias for gl4es_glDrawElements(...)

This fonction will do some specific stuff, depending on the parameters used (for example, you can call with GL_QUADS that is not supported on OGLES2, but is supported on full OpenGL, and gl4es will handle that as well).

At some point, gl4es will call the "real" glDrawElements(...) from OGLES2 driver, so it will get the function pointer using dlsym(gles, "glDrawElements") and call that function, so the GLES2 driver can draw the things.

All call in gl4es are wrapped in a similar way. You never call function from the GLES2 driver directly. It gl4es that does it. And gl4es will make some optimisation, cache things, and limits the number of calls to GLES2 driver to try get more speed...