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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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URL:

@Capehill

Ok.. then it mean that ogles2.library should be opened from gl4es, then. Damn, was in hope to avoid it , just to make it same as regal (i.e. no opening of any libraries in, but doing all from users's code)

Now i am abit out of ideas, that what author say:

Quote:

I'm not confident this will work. You will have name collision between the ogles2 function name and gl4es function name, that will be the same. That's why I use dlopen on gl4es. the glXXX name of gl4es are the one to be used by the program, and the glXXX name of ogles2 are the one used only by gl4es. But those are the same name, so if you link with both ogles2 and gl4es, how to know wich one to use? Or maybe I haven't understood how that OpenLib works...

I must insist, gl4es is not working like Regal. Regal create some new function, with a different name, where gl4es create full OpenGL functions. I have not created any "mangling" mecanism for gl4es. gl4es is an OpenGL library: you put it in your system and you use OpenGL program without recompiling.

Now, can I just use that AmigaGetGLESProc(...) function from SDL? will it give the ogles2 function pointer without masking the gl4es function?