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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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Date: : 2018/2/17 0:58:44

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@kas1e

Use the interface to the ogles2.library directly rather than any stub library, that you might use for compiling simplicity.

eg MiniGL programs are usually linked against libminigl.a or .so which contains stub functions that call the library calls. I'm assuming that ogles2.librray will work similarly.

oglesSomeFunc() will not then clash with IOgles->oglesSomefunc()

The library \*could\* be opened in a constructor, it need not be opened in the link lib ne it static or sobj.

The Interface could be extern to the new library and provided in the users code.

the new lib would just need to be compiled with

```
#include proto/ogles2.h
```

Adjust all the names to suit obviously 😊