

MiniGL for GL4ES

Amiga Events

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Daniel made a Xmas present to all of us, I just quote what he wrote on his Facebook page:

Merry Xmas and a happy new year 2020 to all the AmigaOS4 crowd around the globe :)

For all the poor souls with a Polaris card and thus without full 3D support this little gift might come handy, now available on os4depot:

*** MiniGL4GL4ES ***

a set of MiniGL and GLUT replacement libraries which are built on top of GL4ES and therefore allow you to play (many of) those old school MiniGL games for AmigaOS4 with Polaris.

Why aren't MiniGL games running on Polaris in the first place? That's because the original MiniGL sits on top of the old school

Warp3D driver which hasn't been implemented for Polaris.

However, in the meantime, ptitSeb and kas1e ported ptitSeb's GL4ES to AmigaOS4. Just like MiniGL it's a desktop OpenGL implementation. But in contrast to MiniGL it doesn't sit on top of the unsupported Warp3D driver but instead works on top of my OpenGLES2 (hence 4ES), which sits on top of W3DNova for which Hans provided support for Polaris.

So I sat down and hacked together those libraries here. Unfortunately GL4ES has not been designed to be used as a shared library, which is why there are certain issues. I was able to mod GL4ES to behave pretty well inside the lib - as long as you

DON'T TRY TO RUN MULTIPLE MINIGL APPLICATIONS AT ONCE!

Other than that, have fun! As always many thanks to Kasie Kasovich "kas1e" for testing and moral support :)

Cheers and happy new year,
Daytona675x