
Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : kas1e

Date: : 2019/3/18 17:43:25

URL:

@Daniel

Tried last version too, yeah, all fine. May i also suggest a bit change readme too ? On top we have now:

Quote:

MiniGL is a 3D API which is compatible to OpenGL(tm). It implements a subset of that API and was designed for speed, therefore it directly interfaces with Warp3D. This also means that there is currently no software mode.

This release is the second release of MiniGL as a set of shared libraries: minigl.library, which is the GL part, and mglut.library, which implements (partially) the GLUT API.

The new shared library interface drops a lot of the original functions (mgl*) in favor of GLUT. Unfortunately, no documentation exists yet. Refer to the glut source code and src/context.c to get an idea on how it works.

Imho today it will be better to just be like:

Quote:

MiniGL is a 3D API which is compatible to OpenGL 1.x. It implements a subset of that API and directly interfaces with Warp3D. There is also no software mode.

MiniGL reliaed as a set of shared libraries. There are two such libraries: minigl.library, which is the GL part, and mglut.library, which implements some of the GLUT API.

The new shared library interface drops a lot of the original functions (mgl*) in favor of GLUT. Unfortunately, no documentation exists yet. Refer to the glut source code and src/context.c to get an idea on how it works.

Maybe even worth to delete 3rd block at all about dropping of *mgl functions in favor of glut and no documentation.