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Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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Date: : 2019/7/2 14:27:16

URL:

@Daytona675x

Is there a way to check if an exe has been built with ogles2 support?

With MiniGL/Warp3D there is this information stuff coming up

Quote:

WARNING: Could not parse GLSL version 'Huh?!'

INFO: OpenGL Vendor: The MiniGL Team

INFO: OpenGL Renderer: MiniGL/Warp3D AMD Radeon HD Southern Islands

INFO: OpenGL Version: 1.3

INFO: OpenGL Red bits: 0

INFO: OpenGL Green bits: 0

INFO: OpenGL Blue bits: 0

INFO: OpenGL Alpha bits: 0

INFO: OpenGL Z buffer depth bits: 0

INFO: OpenGL Double Buffer: 0

INFO: OpenGL Stencil buffer bits: 8

Some rudimentary info with ogles2 would be neat as well.