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Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Daytona675x

Date: : 2019/7/2 14:46:50

URL:

@Raziel

I'm not sure that I really understand your question, but I'll try.

Quote:

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

Hm, well, grep the exe for "ogles2.library"? Is probably good enough in most cases.

Quote:

With MiniGL/Warp3D there is this information stuff coming up

This info comes up because somebody wrote code in the respective program to show that info.

ogles2.library offers the full OpenGL ES 2 API. That means it also supports the functions glGetString and glGet.

Quote:

Some rudimentary info with ogles2 would be neat as well

Both those functions can be used to produce output like your above quote, and much more.

You only have to use those functions. Such output doesn't magically appear out of nowhere.