
Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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URL:

@Raziel

You could add something like

```
printf("%s\n", glGetString(GL_VERSION));  
printf("%s\n", glGetString(GL_VENDOR));  
printf("%s\n", glGetString(GL_RENDERER));  
printf("%s\n", glGetString(GL_SHADING_LANGUAGE_VERSION));
```

in your application, after the GL context has been created. In SDL2 scenario, locate `SDL_GL_CreateContext` call first.

I didn't test or even compile the above but hopefully it demonstrates the idea.

EDIT: apparently ResidualVM does this: <https://github.com/residualvm/residual ... englsdl-graphics.cpp#L154>

Maybe ScummVM doesn't? Feature request for ScummVM devs?