

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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1) Are you able to compile GLES2/gl2ext.h? I just tried and I had to add this kind of hack:

```
#define GL_KHR_debug 0
#define GL_NV_draw_vulkan_image 0
#define GL_NV_gpu_shader5 0
#include <GLES2/gl2ext.h>
```

2) About GL_ARB_texture_rectangle: I couldn't find define for GL_SAMPLER_2D_RECT_SHADOW. It was mentioned here [https://www.khronos.org/registry/OpenGL ... ARB_texture_rectangle.txt](https://www.khronos.org/registry/OpenGL/ARB_texture_rectangle.txt)

3) About GL_EXT_texture_lod_bias: I couldn't find define for GL_TEXTURE_FILTER_CONTROL_EXT. It was mentioned here [https://www.khronos.org/registry/OpenGL ... /EXT_texture_lod_bias.txt](https://www.khronos.org/registry/OpenGL/EXT_texture_lod_bias.txt)

4) About GL_ARB_provoking_vertex: is QUADS_FOLLOW_PROVOKING_VERTEX_CONVENTION missing the GL_ prefix?