

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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Date: : 2019/12/11 8:03:48

URL:

@Capehill

1) hm, yes, I can (if I include gl2.h before, of course), but who knows, maybe there is some side-effect with your concrete use-case somewhere. Please upload a project incl. your makefile for me to try.

2) our ogles2 doesn't support the GL_EXT_shadow_samplers extension as of yet. Therefore the rect-texture extension lacks the shadow-part too - which is why I didn't care about such defines as of yet 😞

3) we are in ogles2, there is no "texture environment". Therefore there aren't defines for parameters which are required only for not-existing functions like GetTexEnvfv, GetTexEnviv, TexEnvi, TexEnvf, Texenviv, and TexEnvfv.

4) yes, thanks, fixed!