

Subject: : Odyssey

Topic: : Odyssey 1.23: AOS4 source code on GitHub

Re: Odyssey 1.23: AOS4 source code on GitHub

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URL:

@kas1e

Hello,

For information the EGL rendering natively uses opengles and not gl4es

Only SDL_EGL and GLUES combined with EGL use GL4es

Yes it is in beta but I can add functions which are not yet supported for your work if you wish

PS: GL4es is initialized at each start of EGL_ wrapper but not used in native EGL

HunoPPC