

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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Date: : 2020/5/28 19:29:47

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@Daytona675x

There is a small typo in GL\_VENDOR string of 2.11. Extra 't' if I recall correctly.

By the way, how to interpret the GL\_SHADING\_LANGUAGE\_VERSION string? I guess I'm looking for the meaning of 0.9 here.