

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Daytona675x

Date: : 2020/5/28 21:17:44

URL:

@Capehill

Quote:

There is a small typo in GL_VENDOR string

LOL, indeed, thanks 😊

Quote:

how to interpret the GL_SHADING_LANGUAGE_VERSION string?

Well, not at all. The thing is that I didn't really know what to put there because Nova lacks commands etc. which are mandatory, that's why I put this 0.9 there, to reflect this. I will re-check current Nova state and reconsider this string's content for the upcoming ogles2 update.