

Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

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@noXLar

GL4ES is inbuild to the binaries using it, so you have no needs to worry about it.

All you need is the latest ogles2.library, latest warp3dnova.library and if you need support for old Warp3D and you on RadeonHD, then latest warp3d si driver too.

The minigl4gl4es only should be used for RadeonRX until there no proper and bug-free minigl support. minigl4gl4es is a dirty hack to just make old minigl apps "works somehow", but it's buggy, and if you on RadeonHD better use classic minigl.

As for spencer, it can work even just over minigl (lacking features), and over ogles2/warp3dnova. To check that it works over ogles2/warp3dnova, when you run it and go to the options, you should see a lot of options about enable/disable things, while when it will be run over minigl there will be almost none.