

Subject: : AmigaOS4

Topic: : SDL/Open GL

Re: SDL/Open GL

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Date: : 2021/1/14 21:28:00

URL:

@AmigaBlitter

Quote:

I mean what OpenGL version are supported in SDL2?

MiniGL? OpenGLES? Wich version?

It supports both and MiniGL and OpenGLES renderers. MiniGL is the same old 1.x OpenGL API, and OpenGLES is OpenGL ES 2. For example, the latest port of DosBOX i do some months ago (on os4depot) does support many renderers: software, compositing, OpenGL (MiniGL), and OpenGL ES2 (so ogles2+warp3dnova) one. SDL2 in that terms VERY matured and for now, it's on the level of quality/stable things. Capehill put a lot of effort into it in the last 2 years.

There is also GL4ES SDK, which gives you the ability to use OpenGL 2.x and some of OpenGL 3.x through ogles2.library:

[http://os4depot.net/share/development...ry/graphics/gl4es\\_sdk.lha](http://os4depot.net/share/development...ry/graphics/gl4es_sdk.lha)

That means of course only cards that support Warp3DNova such as RadeonHD and RadeonRX (as ogles2.library works over warp3dnova).

GL4ES SDK comes with SDL2 and SDL1 specific versions (the same as usual SDL2 and SDL1, just all the stuff routes via ogles2.library). And it's very matured and well-tested already, and I port via this such stuff as:

<http://os4depot.net/?function=showfil...e=game/driving/hcraft.lha>

[http://os4depot.net/?function=showfil.../night\\_of\\_the\\_zombies.lha](http://os4depot.net/?function=showfil.../night_of_the_zombies.lha)

<http://os4depot.net/?function=showfil.../board/foobillardplus.lha>

<http://os4depot.net/?function=showfil.../driving/supertuxkart.lha>

<http://os4depot.net/?function=showfil...me/shmup/frikingshark.lha>

<http://os4depot.net/?function=showfil...=game/shmup/prototype.lha>

<http://os4depot.net/?function=showfil...ary/graphics/irrlight.lha>

<http://os4depot.net/?function=showfil...e=game/misc/neverball.lha>

<http://os4depot.net/?function=showfil...me/roleplaying/barony.lha>

And those all are OpenGL 2.X+some of them even have parts of OpenGL 3.X usage.

In other words, you need to choose if you want to support everyone (then best to use compositing renderers), or everyone accelerated (so minigl), or everyone with modern cards (so opengles2 or gl4es).