

Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

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URL:

Need some help regarding some (Desktop) OpenGL 2.0 stuff i want to built using GL4ES.

What to include/define in order to get access to `glCreateShader(...)` and all those related functions?

tried already including of `<GL/gl_ext.h>` but it always fails: `"glCreateShader"` was not declared in this scope".

I switched the GL folder in "SDK/local/common/include/GL" as suggested by the GL4ES docs. No problems when building (Desktop) OpenGL ..1.5 stuff with GL4ES.

Thanks for helping