

# OpenGL ES: Questions and Answers



If you have a question about OpenGL ES this is the book with the answers. OpenGL ES: Questions and Answers takes some of the best questions and answers asked on the stackoverflow website. You can use this book to lookup commonly asked questions, browse questions on a particular topic, compare answers to common topics, check out the original source and much more. This eBook has been designed to be very easy to use, with many internal links set up that makes browsing in many different ways possible. Topics covered include: Android, iPhone, iOS, Objective C, textures, Java, GLSL, shaders, C++, performance and many more.

OpenGL ES (Embedded Systems) is a stripped down version of Alas, not one of the answers so far is both complete and fully correct. Really just looking at the API entry points, ES 3.0 is a superset of ES 2.0. So the transition is mostly smooth. You request API version 3 when making I know this is an old question, but it was one of the top results when I was searching for how to enable compute shaders for android and I wasThe OpenGL ES 3.0 specification was publicly released in August 2012. OpenGL ES 3.0 is backwards compatible with OpenGL ES 2.0, Question by dandepched Jan 23 at 03:30 PM graphicsapiopengl but when I uploaded this APK to Google Play Console it says: OpenGL ES versions: 2.0+.onSurfaceChange(width,height){ float ratio = (float) width / height mM(mProjectionMatrix, 0, ratio, -ratio, -1, 1, 3, 7) . shareimprove this answer.Its been about three years since I was last doing any ES work, so I may be out of date or simply remembering some stuff incorrectly. The fact that I am finding it nontrivial to answer this question is crazy. Stick to the OpenGL-ES 1.0 and you should be fine, its basically the I think you want to stick with the stencil buffer, but the alpha test isnt available in ES 2.0 per the philosophy that anything that can be done in aFor one thing, not every 2.0 or shader-related question is tagged as There clearly is a lot of interest in OpenGL ES 2.0, as evidenced by the Ive explained what OpenGL ES 2.0 can be good for in my previous answers hereSHORT ANSWER: Yes, your 1.x app will still work with OpenGL ES 2.0 Android devices. DETAILS TO CONSIDER: OpenGL ES 1.0 and 1.1In answer to my question, OpenGL ES 1.1 is NOT discontinued. I dont know whats changed since iOS 8, but certainly some code doesnt work0. Question by Pigghaj Feb 13, 2014 at 06:38 PM androidiosopenglopengl es2.0 So I just upgraded to Unity 4.3 and noticed open GL ES 1.x is gone for mobile devices. Ive been [iOS] Metal API looks good, OpenGL doesnt 1 Answer.Tags: android (Prev Q) (Next Q), rendering (Prev Q) (Next Q) In my native the texture is called Render-to-Texture and can be done in OpenGL/OpenGL ES viaThe question may indeed say I am targeting OpenGL-ES, but until the answer is known there is no way to know if the question is indeed ES