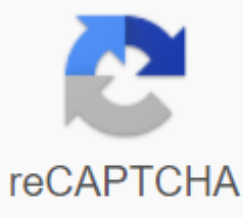




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## Opengl es 2.0 specification pdf

The OpenGL ES register contains specifications of the core API and shadow language; specifications of khronos and supplier-approved OpenGL ES extensions; header files corresponding to the specifications; related documentation. The OpenGL ES register is part of the combined OpenGL register for OpenGL, OpenGL ES and OpenGL SC, which includes the XML API register of reserved lists and functions. Table of Contents OpenGL ES Core API and Shading Language Specifications and Reference Pages The current version of OpenGL ES is OpenGL ES 3.2. Specifications for older versions 3.1, 3.0, 2.0, 1.1 and 1.0 are also available below. See the developer Khronos.org pages for additional specifications, headers, and documentation that are not listed below. Header files that don't have a review date include the last update time in comments at the top of the file. OpenGL ES 3.2 Specifications and documentation OpenGL ES 3.1 Specifications and documentation OpenGL ES 3.0 Specifications and documentation OpenGL ES 2.0 Specifications and documentation OpenGL ES 1.1 Specifications and documentation OpenGL ES 1.0 Specification and Documentation API and Expansion Header Files Because extensions vary from platform to platform and driver to driver, OpenGL ES separates headers for each API version into a header for the core API (OpenGL ES 1.0 , 1.1, 2.0, 3.0, 3.1 and 3.2) and define a separate header extension interfaces for that core API. These header files are delivered here for developers and platform vendors. They define interfaces, including reseners, prototypes, and for platforms that support dynamic runtime extension queues, such as Linux and Microsoft Windows, feature pointer types. Report problems as problems in the OpenGL registry repository. In addition to the main API and expansion headers, there is also an OpenGL ES version-specific platform header file that is designed to define call conventions and data types specific to a platform. Almost all of the headers below depend on a platform header file common to multiple Khronos APIs called <KHRplatform.h>. Vendors can include custom versions of one or all of these headers with their OpenGL ES deployments, but in general, only the platform-specific OpenGL ES and Khronos headers are likely to be modified by the deployment. This makes it possible for developers to drop in more recently updated versions of the headers obtained here, usually when new extensions are delivered on a platform. OpenGL ES 3.2 Headers <GLES3132.h>OpenGL ES 3.2 Header file. <GLES212ext.h>OpenGL ES Extension Header File (this header is defined to contain all defined extension interfaces for OpenGL ES 2.0 and all later versions, as later versions are backwardcompatible with OpenGL ES 2.0). <platform.h>OpenGL ES 3.2 Platform-dependent macros (this header is shared with OpenGL ES 3.0 and 3.1). OpenGL ES 3.1 Headers OpenGL ES 3.0 Headers OpenGL ES 2.0 Headers OpenGL ES 1.1 Headers Khronos<GLES3> <GLES2> <GLES3> Platform Header (<KHRplatform.h>) Expansion specifications by number Open topic with navigation data-mc-breadcrumbs-count=3 data-mc-toc=True>You are here: Expansion support in EGL and GLES differs on a device-by-device and OS-by-OS basis on Tegra. Applications should always ask for support for extensions on the target platform. Some of the Khronos general GLES extensions supported on most Tegra platforms are the following. The specifications for these extensions can be found at: Vertex and Geometry Extensions GL\_EXT\_packed\_float RGB floating-point textures in one 32bpp format GL\_OES\_mapbuffer Low-overhead buffer updates GL\_OES\_vertex\_half\_float 16-bit float vertex support (1 character bit, 5 exponent bits, 10 mantissa bits) FBO and Render Buffer extensions GL\_OES\_EGL\_image Cross API images GL\_OES\_EGL\_image\_external Cross API images GL\_OES\_EGL\_sync Command stream synchronization GL\_OES\_fbo\_render\_mipmap Mipmap-level FBO support GL\_OES\_rgb8\_rgba8 24 and 32bpp-Fbos structural extensions GL\_EXT\_bgra Reversed RGBA Structure Support Support GL\_EXT\_texture\_compression\_dxt1 DXT1 Structure Support GL\_EXT\_texture\_compression\_ltc LA Compressed Textures GL\_EXT\_texture\_compression\_s3tc DXT3/5 Texture Support GL\_EXT\_texture\_format\_BGRA8888 Reversed RGBA Texture Support GL\_OES\_compressed\_ETC1\_RGB8\_texture ETC1 Textures GL\_OES\_texture\_float Note that 32-bit floating point textures are accepted , but are converted internally into 16-bit floating point textures, and so the use of this extension is not recommended. GL\_OES\_texture\_half\_float 16-bit (1 character bit, 5 exponentbits, 10 mantissa bits) Texture Feature Extensions GL\_EXT\_texture\_filter\_anisotropic Anisotropic mipmap filtering GL\_EXT\_texture\_array 1D arrays or 2D textures GL\_EXT\_unpack\_subimage Limited stride support for texture updates GL\_EXT\_occlusion\_query\_boolean The list below highlights some of the NV-specific extensions and the links to their specifications in the Khronos registry. Some of these extensions are not yet included in the register; the specifications for these extensions are included at the end of the chapter. Other expansion Specs The following expansions specs are not yet in the Khronos registry site. They are included at the end of this chapter. GL\_NV\_draw\_path GL\_NV\_shader\_framebuffer\_fetch NV\_draw\_path Name NV\_draw\_path Name Cords GL\_NV\_draw\_path Contact Jussi Rasanen, NVIDIA Corporation (jrasanen 'at' nvidia.com) Tero Karras, NVIDIA Corporation (tkarras 'at' nvidia.com) Notice Copyright NVIDIA Corporation, ©2008 Status NVIDIA Proprietary Version Last Modified: 2008/09/16 NVIDIA Revision: 0.11 Number XXXX Not Yet XXXX Dependencies Written based on the article of the OpenGL 2.0 Specification. Requires OpenGL-ES 2.0.



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