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ggcrunchy committed on Aug 2, 2025

Further fumblings, trying to get some ES3 setup going

FPTexture

1 parent 35e8154 commit fce1b89

Filter files...

- librt/Renderer
  - Rtt_GLTexture.cpp
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  - CoronaActivity.java
- graphics/opengl
  - GLSurfaceView.java

3 files changed +97 -5 lines changed

Search within code

librt/Renderer/Rtt_GLTexture.cpp +22 -4

```
@@ -178,7 +178,7 @@ struct TextureFormatInfo {
178 178       // particular backend or because some extension is present,
179 179       // so we could avoid doing a redundant FBO attach...
180 180   };
181     -
    181 +
182 182   void Initialize( const char* name, GLenum source, GLenum internal = 0 )
183 183   {
184 184       Rtt_ASSERT( (GLenum)(GLushort)source == source );
@@ -498,6 +498,14 @@ AllocInfo( const TextureFormatInfo& form )
498 498   }
499 499   }
500 500
    501 + static void
    502 + AliasInfo( const TextureFormatInfo& copy, const char* name )
    503 + {
    504 +     TextureFormatInfo* info = AllocInfo( copy );
    505 +
    506 +     info->fName = name;
    507 + }
    508 +
501 509   static int
502 510   FindInfo( const char* name )
503 511   {
@@ -726,17 +734,27 @@ bool hasS3TC = false, hasDXT1 = false;
726 734
727 735       if ( hasS3TC )
728 736       {
    737 +         int currentIndex = sInfoCount;
    738 +
729 739           AllocInfo( compressedForm )->InitializeBlocked( "dxt3", GL_COMPRESSED_RGBA_S3TC_DXT3_EXT, 4, 4, 16 );
730     -         AllocInfo( compressedForm )->InitializeBlocked( "dxt5", GL_COMPRESSED_RGBA_S3TC_DXT5_EXT, 4, 4, 16 );
    740 +         AllocInfo( compressedForm )->InitializeBlocked( "dxt5", GL_COMPRESSED_RGBA_S3TC_DXT5_EXT, 4, 4, 16 );
    741 +
    742 +         AliasInfo( sInfo[currentIndex++], "bc2" );
    743 +         AliasInfo( sInfo[currentIndex++], "bc3" );
731 744       }
732 745       if ( hasS3TC || hasDXT1 )
733 746       {
    747 +         int currentIndex = sInfoCount;
    748 +
734 749           AllocInfo( compressedForm )->InitializeBlocked( "dxt1-rgb", GL_COMPRESSED_RGB_S3TC_DXT1_EXT, 4, 4, 8 );
735     -         AllocInfo( compressedForm )->InitializeBlocked( "dxt1-rgba", GL_COMPRESSED_RGBA_S3TC_DXT1_EXT, 4, 4, 8 );
    750 +         AllocInfo( compressedForm )->InitializeBlocked( "dxt1-rgba", GL_COMPRESSED_RGBA_S3TC_DXT1_EXT, 4, 4, 8 );
    751 +
    752 +         AliasInfo( sInfo[currentIndex++], "bc1-rgb" );
    753 +         AliasInfo( sInfo[currentIndex++], "bc1-rgba" );
736 754       }
737 755
738 756       // GL_ARB/EXT_texture_compression_rgtc
739     -     // GL_ARB_texture_compression_bptc (also BC aliases for above)
    757 +     // GL_ARB_texture_compression_bptc
740 758       // there are also some ANGLE / WebGL things: sRGB
741 759   }
742 760
```

…tform/android/sdk/src/com/ansca/corona/CoronaActivity.java +20

```
@@ -29,6 +29,7 @@
29 29   import android.util.Log;
30 30   import android.widget.*;
31 31   import com.ansca.corona.events.EventManager;
    32 + import com.ansca.corona.graphics.opengl.GLSurfaceView;
32 33   import com.ansca.corona.permissions.PermissionsSettings;
33 34   import com.ansca.corona.permissions.PermissionsServices;
34 35   import com.ansca.corona.permissions.PermissionState;
@@ -48,6 +49,7 @@ public class CoronaActivity extends Activity {
48 49       private boolean myIsActivityResumed = false;
49 50       private boolean myIsOrientationLocked = false;
50 51       private com.ansca.corona.graphics.opengl.CoronaGLSurfaceView myGLView;
    52 +
51 53       private android.widget.ImageView fSplashScreenView = null;
52 54       private com.ansca.corona.purchasing.StoreProxy myStore = null;
53 55       private CoronaStatusBarSettings myStatusBarMode;
@@ -209,6 +211,10 @@ protected void onCreate(Bundle savedInstanceState) {
209 211               android.content.pm.ApplicationInfo applicationInfo;
210 212               applicationInfo = getPackageManager().getApplicationInfo(
211 213                       getPackageName(), android.content.pm.PackageManager.GET_META_DATA);
    214 +             int majorVersion = 2;
    215 +             int minorVersion = 0;
212 216               if (applicationInfo != null && applicationInfo.metaData != null) {
213 217                   wantsDepthBuffer = applicationInfo.metaData.getBoolean( "wantsDepthBuffer" );
214 218                   wantsStencilBuffer = applicationInfo.metaData.getBoolean( "wantsStencilBuffer" );
    219 +                 if (applicationInfo.metaData.getBoolean( "useES3" )) {
    220 +                     majorVersion = 3;
    221 +                     minorVersion = applicationInfo.metaData.getInt("minorVersion", 0);
    222 +                     if (minorVersion < 0 || minorVersion > 2) {
    223 +                         throw new RuntimeException("Invalid GL ES 3 minor version");
    224 +                     }
    225 +                     if (getGLView().HasES3Support(minorVersion)) {
    226 +                         // getGLView()... <- logic should be in here
    227 +                         // DefaultContextFactory <- set it up
    228 +                             // try to create 3.0
    229 +                             // if ! null, set value
    230 +                             // delete
    231 +                             // ditto for 3.1, 3.2
    232 +                         // mEGLContextFactory.createContext
    233 +                     }
    234 +                 }
215 235               }
216 236               android.content.pm.ActivityInfo activityInfo;
217 237               activityInfo = getPackageManager().getActivityInfo(
```

…dk/src/com/ansca/corona/graphics/opengl/GLSurfaceView.java +55 -1

```
@@ -778,6 +778,8 @@ public interface EGLContextFactory {
778 778       private class DefaultContextFactory implements EGLContextFactory {
779 779           private int EGL_CONTEXT_CLIENT_VERSION = 0x3098;
780 780           private int EGL_CONTEXT_MINOR_VERSION = 0x30FB;
    781 +
781 782           public EGLContext createContext(EGL10 egl, EGLDisplay display, EGLConfig config) {
782 783               int[] attrib_list = {EGL_CONTEXT_CLIENT_VERSION, mEGLContextClientVersion,
@@ -787,6 +789,14 @@ public EGLContext createContext(EGL10 egl, EGLDisplay display, EGLConfig config)
787 789                       mEGLContextClientVersion != 0 ? attrib_list : null);
788 790           }
789 791
    792 +         public EGLContext createContext(EGL10 egl, EGLDisplay display, EGLConfig config, int majorVersion, int minorVersion)
    793 +                 {
    794 +             int[] attrib_list = {EGL_CONTEXT_CLIENT_VERSION, majorVersion, EGL_CONTEXT_MINOR_VERSION, minorVersion,
    795 +                     EGL10.EGL_NONE };
    796 +
    797 +             return egl.eglCreateContext(display, config, EGL10.EGL_NO_CONTEXT,
    798 +                     majorVersion != 0 ? attrib_list : null);
    799 +         }
790 800           public void destroyContext(EGL10 egl, EGLDisplay display,
791 801                   EGLContext context) {
792 802               if (!egl.eglDestroyContext(display, context)) {
@@ -2038,7 +2048,51 @@ private void checkGLESVersion() {
2038 2048   private int mEGLContextClientVersion;
2039 2049   private boolean mPreserveEGLContextOnPause;
2040 2050   private boolean mHasSurface;
2041 2051   private boolean mWantsRenderNotify;
2042 2052   private boolean mWantsRenderNotify;
2043 2053   private boolean mRequestRenderOnResume;
2044 2054   private boolean mNeedsSwap = true;
2045     -
    2055 +
    2056 +
    2057 +     static private boolean sHasCheckedES3Support = false;
    2058 +     static private boolean sHasES3Support;
    2059 +     static private boolean sHasES2Support;
    2060 +     static private boolean sHasES1Support;
    2061 +
    2062 +     public boolean HasES3Support( int minorVersion ) {
    2063 +         if ( ! sHasCheckedES3Support ) {
    2064 +             EGLContext context30 =
    2065 +             //mEGLContextFactory.createContext(mEgl, mEglDisplay, eglConfig, 3, 0);
    2066 +             null;
    2067 +             if (context30 != null) {
    2068 +                 sHasES3Support = true;
    2069 +                 // destroyContext(context30);
    2070 +             }
    2071 +             EGLContext context31 =
    2072 +                     //mEGLContextFactory.createContext(mEgl, mEglDisplay, eglConfig, 3, 1);
    2073 +                     null;
    2074 +             if (context31 != null) {
    2075 +                 sHasES31Support = true;
    2076 +                 // destroyContext(context31);
    2077 +             }
    2078 +             EGLContext context32 =
    2079 +                     //mEGLContextFactory.createContext(mEgl, mEglDisplay, eglConfig, 3, 2);
    2080 +                     null;
    2081 +             if (context32 != null) {
    2082 +                 sHasES32Support = true;
    2083 +                 // destroyContext(context32);
    2084 +             }
    2085 +
    2086 +             sHasCheckedES3Support = true;
    2087 +         }
    2088 +
    2089 +         if ( 0 == minorVersion ) {
    2090 +             return sHasES3Support;
    2091 +         } else if ( 1 == minorVersion ) {
    2092 +             return sHasES31Support;
    2093 +         } else if ( 2 == minorVersion ) {
    2094 +             return sHasES32Support;
    2095 +         } else {
    2096 +             throw new RuntimeException( "Unknown ES 3 minor version" );
    2097 +         }
    2098 +     }
2046 2099   public void setNeedsSwap() {
2047 2100       mNeedsSwap = true;
2048 2101   }
```

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