Commit d130040

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ggcrunchy committed on Aug 2, 2025

```
Further attempts at some ES3 setup

Possibly okay but might be good to make it align with some set-client-version stuff in the same class
```

FPTexture

1 parent fce1b89 commit d130040

Filter files...

platform/android/sdk/src/co...

GLSurfaceView.java

1 file changed +21 -30 lines changed

Search within code

...dk/src/com/ansca/corona/graphics/opengl/GLSurfaceView.java +21 -30

```
@@ -24,6 +24,8 @@
 24  24  import java.io.Writer;
 25  25  import java.lang.ref.WeakReference;
 26  26  import java.util.ArrayList;
     27 +
     28 + import javax.microedition.khronos.egl.EGL;
 27  29  import javax.microedition.khronos.egl.EGL10;
 28  30  import javax.microedition.khronos.egl.EGL11;
 29  31  import javax.microedition.khronos.egl.EGLConfig;
@@ -2050,48 +2052,37 @@ private void checkGLESVersion() {
2050 2052      private boolean mNeedsSwap = true;
2051 2053
2052 2054      static private boolean sHasChecked30Support = false;
2053      -    static private boolean sHas30Support;
2054      -    static private boolean sHas31Support;
2055      -    static private boolean sHas32Support;
     2055 +    static private int sMinorVersionSupported;
2056 2056
2057 2057      public boolean HasES3Support( int minorVersion ) {
2058 2058          if ( ! sHasChecked30Support ) {
2059      -            EGLContext context30 =
2060      -            //mEGLContextFactory.createContext(mEgl, mEglDisplay, eglConfig, 3, 0);
2061      -            null;
2062      -            if (context30 != null) {
2063      -                sHas30Support = true;
2064      -                // destroyContext(context30);
2065      -            }
2066      -            EGLContext context31 =
2067      -                    //mEGLContextFactory.createContext(mEgl, mEglDisplay, eglConfig, 3, 1);
2068      -                    null;
2069      -            if (context31 != null) {
2070      -                sHas31Support = true;
2071      -                // destroyContext(context31);
2072      -            }
2073      -            EGLContext context32 =
2074      -                    //mEGLContextFactory.createContext(mEgl, mEglDisplay, eglConfig, 3, 2);
2075      -                    null;
2076      -            if (context32 != null) {
2077      -                sHas32Support = true;
2078      -                // destroyContext(context32);
     2059 +            sMinorVersionSupported = -1;
     2060 +
     2061 +            EGL10 egl = (EGL10) EGLContext.getEGL();
     2062 +            EGLDisplay display = egl.eglGetDisplay(EGL10.EGL_DEFAULT_DISPLAY);
     2063 +
     2064 +            DefaultContextFactory factory = (DefaultContextFactory) mEGLContextFactory;
     2065 +
     2066 +            for (int i = 0; i < 2; i++) {
     2067 +                EGLContext context = factory.createContext(egl, display, null, 3, i);
     2068 +                if ( context != null ) {
     2069 +                    sMinorVersionSupported++;
     2070 +
     2071 +                    mEGLContextFactory.destroyContext(egl, display, context);
     2072 +                } else {
     2073 +                    break;
     2074 +                }
2079 2075              }
2080 2076
2081 2077              sHasChecked30Support = true;
2082 2078          }
2083 2079
2084      -        if ( 0 == minorVersion ) {
2085      -            return sHas30Support;
2086      -        } else if ( 1 == minorVersion ) {
2087      -            return sHas31Support;
2088      -        } else if ( 2 == minorVersion ) {
2089      -            return sHas32Support;
     2080 +        if ( minorVersion >= 0 && minorVersion <= 2 ) {
     2081 +            return minorVersion <= sMinorVersionSupported;
2090 2082          } else {
2091 2083              throw new RuntimeException( "Unknown ES 3 minor version" );
2092 2084          }
2093 2085      }
2094      -    }
2095 2086
2096 2087      public void setNeedsSwap() {
2097 2088          mNeedsSwap = true;
```

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