

Candera Device

Support for Device Specific Properties in Generic OpenGL ES Device Package

Device packages based on Generic OpenGL ES Device Package can now extend the common Window properties with device specific ones, like special color formats or swap behaviors for example.

Revision #1

Created 2023-03-02 02:30:38 UTC by Kanai Tomoaki

Updated 2023-03-02 02:30:52 UTC by Kanai Tomoaki