



Manual del Programador

```
gles3jni app src main jni RendererES2.cpp
Android RendererES2.cpp GLE3JNIActivity.java
Project
  app
    manifests
    java
    res
    c
      Android.mk
      Android-22.mk
      gl3stub.c
      gl3stub.h
      gles3jni.cpp
      gles3jni.h
      RendererES2.cpp
      RendererES3.cpp
    jniLibs
    Gradle Scripts
  Structure
  Captures
  Build Variants
class RendererES2: public Renderer {
public:
    RendererES2();
    virtual ~RendererES2();
    virtual GL_FL
    bool in GL_FLOAT_32_UNSIGNED_INT_24_8_REV
    GL_FLOAT_MAT2x3
    GL_FLOAT_MAT2x4
    GL_FLOAT_MAT3x2
    GL_FLOAT_MAT3x4
    GL_FLOAT_MAT4x2
private:
    virtual
    virtual void glUniformSetbu(;
```















