Polyphony Middleware API

Specification

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Revision History

Rev.	Date	Author	Description
0.9	2020/06/30	Kenji Ishimaru	First release

Contents

1 Introduction

This document describes C Application Programming Interface (API) for Polyphony.

2 System Control API

Table 1 Initialize/Buffer swap API

Name	Description
gl_init	Initialize graphics API and software Geometry Engine.
wait_vsync	Wait for v-sync and swap frame buffers (front and back buffer).

3 Graphics API

3-1 GLES API

The following GLES APIs (Table 2) are partially implemented.

Table 2 GLES API

Name
glViewport
glFrustumf
glOrthof
glMatrixMode
glCurrentPaletteMatrixOES
glLoadPaletteFromModelViewMatrixOES
glLoadIdentity
glTranslatef
glScalef
glRotatef
glClearColor
glColorMask
glClear

glClearDepthf
glDepthFunc
glTexParameteri
glTexImage2D
glCompressedTexImage2D
glTexCoord2f
glGenTextures
glBindTexture
glEnable
glDisable
glShadeModel
glLightf
glLightfv
glLightModelf
glLightModelfv
glMaterialf
glMaterialfv
glColorMaterial
glEnableClientState
glDisableClientState
glColorPointer
glNormalPointer
glTexCoordPointer
glVertexPointer
glMatrixIndexPointerOES
glDrawArrays
glCullFace
glFrontFace
glPopMatrix
glPushMatrix
glFinish
glFlush
glMultMatrixf

３‑２ GL API

The following GL APIs (Table 3) are partially implemented.

Table 3 GL API

Name
glBegin
glEnd
glColor3f
glColor4f
glVertex3f
glNormal3f
glTexCoord2f

３‑３ GLU API

The following GLU APIs (Table 4) are partially implemented.

Table 4 GLU API

Name
gluLookAt
gluPerspective