**OpenGL ES (1.1) Notes**

**K-Sketch 1.0**

Why ES 1.1? The iPhone and likely other upcoming embedded devices support this subset of OpenGL. It's important to keep in mind its limitations when writing renderers.

**Notes**

Vertex buffer objects are supported

**Important Limitations**

1. No display lists
2. No stippling
3. Blend modes are limited
4. **No Display Lists**
5. **No Stippling**

Both line and polygon

1. **Blend Modes are Limited**

The most important modes, (SRC,ONE\_MINUS\_SRC) and (ONE,ZERO), are still supported. The limitations seem minor, e.g. max and min blending.

**References**

* <http://www.khronos.org/opengles/1_X/>
* <http://www.khronos.org/registry/gles/specs/1.1/es_cm_spec_1.1.10.pdf>