https://github.com/SoylentGraham/VRLib/tree/master/jni/VrApi

android/app/VRSurfaceManager

jclass lc = env->FindClass( "android/app/VRSurfaceManager" );

setFrontBufferID = env->GetStaticMethodID( surfaceClass, "setFrontBuffer", "(IZ)V" );

getFrontBufferAddressID = env->GetStaticMethodID( surfaceClass, "getFrontBufferAddress", "(I)I" );

getSurfaceBufferAddressID = env->GetStaticMethodID( surfaceClass, "getSurfaceBufferAddress", "(I[II)I" );

getClientBufferAddressID = env->GetStaticMethodID( surfaceClass, "getClientBufferAddress", "(I)I" );

// For Adreno, we can render half-screens three different ways.

enum tilerControl\_t

{

FB\_TILED\_RENDERING, // works properly, but re-issues geometry for each tile

FB\_BINNING\_CONTROL, // doesn't work on 330, but does on 420

FB\_WRITEONLY\_RENDERING, // blended vignettes don't work

FB\_MALI

};

void DirectRender::BeginDirectRendering( int x, int y, int width, int height )

// don't enable by default on Mali because this issues a glFinish() to work around a driver bug

UseTimerQuery = AllowGpuTimerQueries && ( ( gpuType & OVR::GPU\_TYPE\_MALI ) == 0 );

// use glQueryCounterEXT on Mali to time GPU rendering to a non-default FBO

UseQueryCounter = ( ( gpuType & OVR::GPU\_TYPE\_MALI ) != 0 );