

GLSL Programming/Android SDK

The Android SDK supports GLSL for OpenGL ES 2.0 via the Java class `android.opengl.GLES20` (<https://developer.android.com/reference/android/opengl/GLES20.html>).

- An [example program](https://developer.android.com/resources/samples/ApiDemos/src/com/example/android/apis/graphics/GLES20TriangleRenderer.html) (<https://developer.android.com/resources/samples/ApiDemos/src/com/example/android/apis/graphics/GLES20TriangleRenderer.html>) is included in the Android SDK.
- This [GLES 2.0 sample](https://github.com/lido/gles2_sample_android) (https://github.com/lido/gles2_sample_android) introduces useful classes for constructing and rendering meshes and compositing 2D Android graphics.
- This [more elaborate sample](https://github.com/lido/gps_sat_pointer_android) (https://github.com/lido/gps_sat_pointer_android) makes further use of the same utility classes.

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Unless stated otherwise, all example source code on this page is granted to the public domain.

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