

GLSL Programming/Android NDK

The Android NDK (<https://developer.android.com/sdk/ndk/index.html>) supports GLSL for OpenGL ES 2.0 in C/C++ native code via the usual Mesa3D library libGL ESv2. An example program (<https://developer.android.com/sdk/ndk/overview.html#samples>) is included in the Android NDK.

You can follow the GLUT section on Android using the GLUT wrapper for Android.

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

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