

## OpenGL ES (1.1) Notes

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

#### 1. No Display Lists

#### 2. No Stippling

Both line and polygon

#### 3. 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/opengles/1_X/)
- [http://www.khronos.org/registry/gles/specs/1.1/es\\_cm\\_spec\\_1.1.10.pdf](http://www.khronos.org/registry/gles/specs/1.1/es_cm_spec_1.1.10.pdf)