

Talk:Texture-mapped_font_for_OpenGL_ES

This article contains the implementation of the popular approach for rendering fonts in OpenGL. This is a very useful example for Symbian C++ developers, because the source code is transformed to meet the standards of Symbian C++. You could use this example in own games. It should be noted, that currently only several devices, based on Symbian S60, support OpenGL ES. However, it is clear that support this standard will be presented in all major devices in the nearest future.

FireSwarog, 18.09.2009

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