



Ecosystem Update

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Conformance Test Suite

- **Khronos has funded a contractor to develop a new CTS for current GL and future OpenGL ES versions, based on ES 2.0 CTS. Project started in January 2011.**
- **Adding tests for (OpenGL 4 – OpenGL ES 2.0) features**
 - **About 220 new “features” (functionality introduced by an extension, or new GLSL functionality) to be tested**
 - **ARB & ES Working Groups are generating test specs, contractor is implementing**
- **Hope to be complete to at least GL 3.3 level by SIGGRAPH, plus selected GL 4 features.**
- **We will also define a new Conformance Process for OpenGL**

Desktop EGL

- **Still working on EGL for Windows and Linux**
 - **Single link library + driver loader (like Windows ICD model)**
 - **Intent to enable**
 - **EGL everywhere (portable alternative to GLX/WGL)**
 - **Better access to OpenGL ES on desktop systems**
- **Some solutions already available**
 - **Vendor-specific EGL libraries**
 - **Mesa EGL + OpenGL ES on Linux**
 - **ARB_ES2_compatibility GL extension**

OpenGL Shading Language Man Pages

- **Continuing work by Graham Sellers to bring OpenGL man pages completely up to date**
- **Now online in the OpenGL SDK documentation area at <http://www.opengl.org/sdk/docs/>**