



**Binary Runtime Environment for Wireless™**

**OpenGL® ES Demo 01 Application**



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# Introduction

The ogles\_demo\_01 application demonstrates how to create a BREW™ application that utilizes the standard OpenGL® ES and EGL graphics APIs. The sample application allows the user to render a simple triangle to the screen.

Note: The intended target device for this sample application is any BREW device supporting OpenGL ES that has a device screen with at least 16 bits color depth. If you run this application on the Emulator, select a device image that has at least 16 bits for color depth.

## ogles\_demo\_01 specifications

The following table lists the interfaces and controls used in the development of ogles\_demo\_01, and the set of files you will need to run the application on a handset.

### *ogles\_demo\_01 specifications*

| Interfaces used | Controls used | Files needed on handset |
|-----------------|---------------|-------------------------|
| IBitmap         | IMenuCtl      | ogles_demo_01.bar       |
| IDisplay        |               | ogles_demo_01.mif       |
| IGL             |               | ogles_demo_01.mod       |
| IEGL            |               | ogles_demo_01.sig       |

## Revision history

The revision history for this document is shown in the following table.

### *Revision history*

| Version | Date     | Description     |
|---------|----------|-----------------|
| A       | Mar 2004 | Initial release |

## Running ogles\_demo\_01 on the BREW SDK™

Before exploring the underlying code that makes ogles\_demo\_01 work, take a look at the application from the user's perspective; i.e., how it works on a handset.

### To run ogles\_demo\_01

1. Run the BREW Emulator and make sure the MIF Directory setting is pointing to <BREW\Examples>.
2. Choose the ogles\_demo\_01 application.

BREW loads the ogles\_demo\_01 applet DLL and starts the application. A splash screen opens, and a screen similar to the following appears.



*Splash screen*

3. From the Main Menu (shown below), you can perform the functions listed in the table.



*Main Menu screen*

#### *Main menu functions*

| Select this option | To do this        |
|--------------------|-------------------|
| Triangle           | Render a triangle |

When you select the triangle menu option, the following screen should appear.



*Triangle option screen*

4. To stop the applet at any time, press **End**.