The Java™ Binding to the OpenGL® API

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BOF-3908

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Highlights of Past Year

- JSR-231 1.0.0 Released
- JSR-231 1.1.0 Released
- New Java 2D Interoperability Classes
- New Customer Wins and Demos

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JSR-231 1.0.0

- Released September 14, 2006
- Thanks to community for feedback and patience
- Powerful GLContext and GLDrawable APIs
- Layered high-level GLEventListener mechanism
- Java 2D / JOGL bridge
- Useful (non-specified) utility classes

JSR-231 1.1.0

- Released April 22, 2007
- OpenGL 2.1 and NVidia GeForce 8800 extensions
- JOGLAppletLauncher now supports JOAL
- Copy context, getChosenGLCapabilities APIs
- Many bug fixes and implementation cleanups
- Better TextureIO sub-image support
- New Java 2D Interoperability Classes

New Java 2D Interoperability Classes

- TextureRenderer
  - Java 2D rendering in to OpenGL texture
  - Built on TextureIO sub-image support
- Overlay
  - Java 2D overlay on top of arbitrary GLDrawable
- TextRenderer
  - Java 2D text rendered in either 2D or 3D using OpenGL
  - High quality and high performance

New Customer Wins and Demos

- NASA World Wind Java
  - http://worldwind.arc.nasa.gov/
- The DiSTI Corporation
  - GL Studio for Java
  - http://www.simulation.com/javaone/
- NASCAR RaceView
- Shwup
- Iris

DEMO

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Q&A

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