

## Distorted Android - Feature #2

### Provide example app showing how to use plain SurfaceView

06/03/2016 10:23 AM - Distorted Admin

<b>Status:</b> Closed	<b>Start date:</b> 06/03/2016
<b>Priority:</b> High	<b>Due date:</b>
<b>Assignee:</b> Distorted Admin	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b> All example apps use GLSurfaceView - provide one that uses plain SurfaceView.	

#### History

##### #1 - 06/03/2016 10:25 AM - Distorted Admin

- Subject changed from Provide example app sowing how to use plain SurfaceView to Provide example app showing how to use plain SurfaceView

##### #2 - 06/03/2016 11:56 PM - Distorted Admin

- Priority changed from Normal to High

##### #3 - 06/04/2016 10:43 PM - Distorted Admin

Google's 'Grafika' project has some nice examples on how to display OpenGL stuff on a plain SurfaceView (and also TextureView).

git clone <https://github.com/google/grafika.git>

##### #4 - 06/07/2016 11:06 PM - Distorted Admin

- Status changed from New to Closed

- % Done changed from 0 to 100

New app 'PlainMonaLisa' done. [examples|862fcd79](#)