Distorted Android - Feature #32

Make it possible to use multiple copies of the library

06/27/2018 11:17 AM - Distorted Admin

Status:	Closed	**Start date:**	06/27/2018
Priority:	Normal	**Due date:**	
Assignee:	Leszek Koltunski	**% Done:**	100%
Category:		**Estimated time:**	0.00 hour
Target version:			

Description

Currently, probably due to various static variables all over the place, if an app initialises too OpenGL contexts and tries to use two instances of the library, things go belly-up.
Fix that.

History

#1 - 11/30/2020 09:09 PM - Leszek Koltunski

- Status changed from New to Closed

- Assignee set to Leszek Koltunski

- % Done changed from 0 to 100

A series of commits over the last 3 weeks adds support for spawning a series of new Activities and using the Library from each one IN A SEQUENCE (i.e. not two Activities at the same time!)

Closing. If using the Library from two Activities at the same time is going to be needed, we'll open a separate issue.