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2018-12-17 - WebGL / HTML5: Bugfix: Use GLEW instead of glGetString(). - WebGL: Add effect/detail texture to speed up texture loading. - WebGL: Remove unneeded OpenGL context. - WebGL: Fix fallback for Pbuffer- and GLSL-based WebGL. - WebGL: Fix memory leak when WebGL2 context is destroyed. - Other: Added missing constants and removed unused code. - Deprecated APIs: OpenGL 3.0, GLSL 1.20. - Other: Updated and tested to meet ESL specification. google earth pro 6.2.1.5321 (release) 2017-07-23 - WebGL: Fix issue where texture was not updated when camera was rotated. google earth pro 6.2.1.5177 (patch-mpt) 2017-07-18 - WebGL: Bugfix: Use GLEW instead of glGetString(). - WebGL: Fix display error for apps with WebGL2 context. - Deprecated APIs: OpenGL 3.0, google earth pro 6.2.1.4996 (patch-mpt) 2016-10-09 - Deprecated APIs: OpenGL 2.0, google earth pro 6.2.1.4856 (release) 2016-07-13 google earth pro 6.2.1.4649 (patch-mpt) 2016-07-11 - Deprecated 82157476af

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