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XDA Labs is an app store that, like Google Play, offers a generous catalog of apps, both free and for a fee. Unlike other markets such as Uptodown or F-Droid, you need to register with XDA to be able to download any APK. The main positive thing about XDA Labs is that it offers a payment tool that is very fair to app developers. In Google Play, for example, developers get about 70% of the sales of their app, while in XDA Labs they keep 100%. If it wasn't good enough, you can also pay through PayPal or use Bitcoins. Another great thing about XDA Labs is that it supports Xposed modules. Right next to the app tab you can find a module tab where you can comfortably install anyone in seconds. Of course, to do this, your device must be rooted and Xposed installed. XDA Labs is an excellent app store. While it may not have as much content as Google Play, it offers much more quality. In addition, its support for Xposed modules is extremely useful for those who use this structure. ----- and writable/system section is required! Please read the description in full! Don't try to use reviews for communication and bugreports - they will be ignored -----GLTools is a custom OpenGL ES (proxy) driver that is compatible with any known OpenGL ES 2.0-compatible ARM GPU or x86 processor. If you still don't understand what this app is, the closest known analogue is Chainfire3D.Features list:- Change the resolution and rendering bitness in any application, even if it doesn't support that by default.- Change the GPU name and enjoy extended graphics even on the noname low-end GPU.- Take full control of the textures: now you can unpack them (even if your GPU doesn't support note that decompression function is only available if you install a plug-in (the internet is required for this) - Optimize shaders on the fly for optimal performance (same optimizer used in Unity3D engine by default) - Turn on MSAA or CSAA in any application to improve graphics quality (make sure your GPU supports that) - Measure got performance with a good FPS counter (or you can deduce information FPS If you pro)GLTools is 100% safe, if you have custom recovery installed (and you don't disable backup in GLTools set the dialogue), if you find it doesn't work, you can just flash uninstll\_gttools.zip in recovery and email me with details (or request a refund). If you don't have it, it's not safe, like any other tool associated with the system, make sure you can restore the firmware in case of any problems. Not On:- Nexus 6 and Android 6.0.1- Stock Nvidia Shield firmware- Some games don't work on devices with Mail GPU even with GLTools installed. Adreno is supported much better. Doesn't work by design on:- RemiXOS.- Non-root devices.- Emulators of any kind. Legal information: With this app, you agree to all the following terms: The user is responsible to make sure that any plugins he uses legal to use. All texture plugins (except by default) are written by independent developers and placed on a 3-way web server (except by default, which is built), which has nothing to do with me, sponsored by GLTools, except that I provide a simple browser in the app to install them (as we all know, browser creators have nothing to do with any offensive internet content, the same here). The user is responsible to make sure that this app does not cause any EULA violations. GLTools is designed to debug user-sponsored apps, and no other use is officially supported. Anyway, this app changes system libraries only and does not cause any binary modifications of third-party applications. All trademark use is nominal, nominal use is fair use, it does not require permission from the trademark holder. Any trademarks are the property of their owners in any case. If you believe that GLTools itself is illegal, you can always contact me through n0n3m4dev@gmail.com This app is provided as is without any representations or guarantees expressed or implied. The only person responsible for any possible damage caused by the firmware (or other software) installed on the device is the user. By downloading this app, you agree to all these terms. Source code of used GNU Binutils (assembler, linker, etc) and Busybox can be obtained by writing to n0n3m4dev@gmail.com version: 1.29 APK Download More Versions App Name: GLTools Package Name: com.n0n3m4.gttools Version: 1.29 Version Code: 129 File Size: 2.7 MB MIME type: app/vnd.android.package Signature: 23628B90EACE1B28E6FDB3FD965D972046C005BD Signed by: CN=Roman Lebedev, O=n0n3m4 System: Android™ (operating system) Min Version: Android Froyo 2.2.x NDK 4 Min API Level: 8 Target Version: Android KitKat 4.4.X Target API Level: 19 RAM Memory: 512MB (RAM) at least SHA256: b07b59cfd7ebd4875282e63359046e31fa88373e66e8b04620a0b2c0c6257c9c MD5: c9c2c4515155ce00961c52c4c62855a2 SHA1: 61ad085cb229bc668eabce6e65ebc89903a3ed02 There is a newer version available! Choose a mirror to download This apk file has been scanned by more than 50 antiviruses and has been found: APK file 100% Secure Read Antivirus Report! file apk is 100% safe! No virus or spyware found is completely clean! android.permission.ACCESS\_NETWORK\_STATEandroid.resolution.WRITE-EXTERNAL-STORAGEandroid.permission.ACCESS-SUPERUSERandroid.permission.INTERNETandroid.com.android.vending.CHECK-LICENSE GLTools 2.99 APK 100% 13.8MB 2.. 99GLTools 1.98XDA APK 79% 12.0 MB 1.98XDA GLTools is an app that allows us to access our smartphone's advanced GPU settings to customize graphics of our screen. This can be considered an alternative to Chainfire 3D, in other words, we can customize the graphics of our apps and favorite games. To make it work, we need to have root permissions to have access to our phone's files. This is an OpenGL driver that allows us to take control of any GPU equipped with ARM or x86 processors. If you're an advanced gamer with graphic requirements or you're interested in optimizing the performance of the GPU, even if it's only for conventional applications, it's a tool that you need. GLTools Optimise graphics even on low-cost phones. Change the name of your processor and your RAM and processor data. Get complete control over textures. You can compress, unpack and miser even if your GPU doesn't support these actions. Not compatible with games that use Vulkan. Optimize the shaders. Change the resolution and graphics of any application. Improve graphics with anti-lyasing. Measure the graphics improvements with the FPS on-screen counter. Enjoy playing with graphics options for experts. Make the most of your Android phone's graphics and enjoy playing the best games with a clear image that will immerse you in your games like never before. October 22, 2019, 12:36 #542 Junior member of More Gttools max support only for Android 9 (Pie), does not work in A10 on October 22, 2019, 05:19 PM No #543 quote: Originally published exfann Gttools max support only for Android 9 (Pie) and not work in A10 I sent an email to the developer (n0n3m4) on October 18 to inform him that his GLTools version 4.02 app does not work on Android 10. Let's hope it updates the app so that it is compatible with Android 10. October 23, 2019, 01:26 #544 can I ask for an update? still working now? October 28, 2019, 05:41 #545 any update for Android q? 28 Oct 2019, 05:24 #546 quote: Originally published by SS Technical Any update for Android q? No, not yet. I emailed the developer n0n3m4 on October 18 to let him know that his GLTools app is not working on Android 10. The developer has not yet responded to my email. EDIT: Developer n0n3m4 responded to my email. Here's what the developer n0n3m4 said: Hello, unfortunately Android 10 changes (like storage volume) and automated Google Play ban frenzy made me quit this platform completely and forget about it. Due to the large number of security changes in Android 10, it's no surprise that GLTools doesn't work there. Finally, GLTools has been sold to other developers, hopefully they will re-release it one day. Under the agreement they will have to provide a premium to all users who have had the original GLTools. 30 Oct 2019, 02:08 #547 quote: Originally published 1Ton1886 No, not yet. I emailed the developer n0n3m4 on October 18 to let him know that his GLTools app is not working on Android 10. The developer has not yet responded to my email. EDIT: Developer n0n3m4 responded to my email. Here's what developer n0n3m4 said: Hello, unfortunately, Android 10 changes (like storage volume) and automated Google Play ban made me get out of this platform completely and forget about it. Due to the large number of security changes in Android 10, it's no surprise that GLTools doesn't work there. Finally, GLTools has been sold to other developers, hopefully they will be it's one day. Under the agreement they will have to provide a premium to all users who have had the original GLTools. Welp, time to look at these other developers November 19, 2019, 04:07 p.m. No #548 Junior Member More On November 20, 2019, 11:28 a.m. #549 quote: Originally published as Betejas Set an old version and just write your own bro templates. I attach the link here: Set with magisk and add a template me-last name gpu given 540 in this version, just change 5 to 6 it will become adreno 640, change yourself then in the next version of opengl copy paste this after the colon !t : OpenGL ES 3.2 email protected (email protected), l3763001aef And done and Mail-G71 What would it be? What about the others? November 22, 2019, 12:26 PM No #550 Junior Member More quote: Originally published by Chocolatetrain It's a load of nonsense, I'm using it now and it works for Nougat, Oreo and Pie. Hey man, after a lot of tinkering, now I can run both portal and Half Life 2 on my Xiaomi Mi 9 (GLTools works, Magisk and disabled license check - custom settings and more. Flawless FPS, microlags are rare, but. Although I see all the textures and lights, the lightning itself seems very dark. F.e. at the beginning of Chapter 2 in HL2, when the second person comes to the lab, he is just black. No problem with the textures of Tho, when it's next to the PC screen, it caught fire enough so I could see his face. Same in Portal, everything is just too dark. If I were on a PC, I would just crank up the gamut, but there are no real options on the mobile portal / HL2. I don't think my display is a problem since it is an OLED screen with beautiful colors and maximum brightness. Do you have a similar problem, or is it just me? Can you maybe come up with a solution from the top of your head? Thank you so much in advance, I hope it doesn't bother you too much. M. (If there's anyone wondering how I got it to work (Android 9, Miui 10), the answer to me, I can write a tutorial, but I can't guarantee anything.) November 23, 2019, 09:26 AM #551 Any other trick to launch this gl tool in android d..... Page 2, September 5, 2014, 04:20 SNEST No #41 quote: For Wolf Among Us I checked boxes for the following settings: Enabling custom settings, GLSL optimization, use of fake GPU, use of fake processors. I didn't fill in any other boxes or make any changes. As soon as I saw that the games work (very well I could add), I made no other changes. This is what some1 posted in previous gttools stream if it helps. amp;page=43 September 5, 2014, 10:24 PM No #42 Junior Member More Can't Get Tegra for on Xperia z1c adreno 330 I used this for shadowgun with tegra 3 template using Xperia z1c with adreno 330 GPU, what settings I need to get tegra graphics, and for other tegra extended games like dead trigger etc... since i can't make it work properly. I've used this for a shadowgun with a tegra 3 template using Xperia z1c with adreno 330 gpu, what settings I need to get tegra graphics, and for other tegra extended games like dead trigger etc... since i can't make it work properly. I've got a small black screen with some blue around and a black border, it seems I miss something or I didn't set the right settings? can anyone help me with this I would like to see all tegra extended graphics on my Xperia z1 Snapdragon 800 with adreno 330 gpu September 6, 2014, 02:58 PM No #43 quote: Originally published EmBoLa.be I've used this for a shadowgun with a tegra 3 template using Xperia z1c with adreno 330 gpu, what settings I need to get tegra graphics, and for other tegra extended games like dead trigger etc... since i can't make it work properly. I've got a small black screen with some blue around and a black border, it seems I miss something or I didn't set the right settings? can anyone help me with this I would like to see all tegra extended graphics on my Xperia z1 Snapdragon 800 with adreno 330 gpu Data u hv not for tegra Gpu it u you get these graphic errors sent from my GT-S5282 using Tapataalk so I need to do is delete current data and install a shadowgun to use the tegra4 template and then run the app to get tegra4 data files? because I've tried that and it didn't work to edit, got the thd version installed but it still gives the exact same corrupt weird raw screen. I switched between tegra 3 and 4 templates, cpu-z recognizes the fake gpu and the thd version starts atleast with a template without it says something unsupported device or still going to fire a bit, it gets a little frustrating at times sorry for my bad English. Dutch here September 7, 2014, 07:16 am #45 any news about intel-supported chipset devices like the Galaxy Tab 3 or zenfone series??? I had a black texture problem with backstab HD on my asus zenfone 5, on my other phone with the same Powervr GPU it fixed by reducing texture and using the old Powervr GPU as a template. September 7, 2014, 06:49 PM No #46 works well on cm10 my poor phone live with walkman adreno 205 205 September 2014, 07:17 pm No #47 quote: Originally published LuW/Dexter works well on cm10 my poor phone live with walkman adreno 205 I have Adreno 203, who you put it settings? September 8, 2014, 08:57 #48 quote: Originally published by TheKerevas I have Adreno 203, who settings did you put it? - Check on the include custom settings - Tick the strength of 16 bit rendering - Tick optimize glsl shaders- Set to include the texture of the decomp. For all (for quality incr otherwise install no) - Set to include the texture of the recomp. No need- Set texture to 0.5 and check if it still lags to make 0.25x (anything below that will make the text unreadable) - I also fake GPU information, although it may not be necessary (I did adreno 320) I made them. Sometimes I open 16x AA for graphic September 10, 2014, 09:19 am #49 junior member More Hi have any plans for x86? The great tool will be On my buyrail! 10 September 2014, 09:38 AM No #50 quote: Originally published by Timmydijj Hi have any plans for x86? Great tool would be perfect on my buyrail! Let me ask the developer. Sent from my GT-S5282 via Tapataalk on September 10, 2014, 02:15 PM No #51 Junior Member Read More Quote: Originally published by T3snake Let me ask the developer sent out of my GT-S5282 using Tapataalk you can emulate the android OS on x86 or x64 pc build with the windows. As? Check out this link for more information and you can get gttools to work with Android games you want play on your computer or laptop progs are bluestack, android SDK, genymotion, android x-86, live android or via browser using manymo. Give this try Page 3 31st July 2014, 10:19 am No #21 quote: Originally published UnNaMeD\_ Ty to share the free version. Is there a difference between this and the toll? There's no difference quote: Originally published by Prack Hey thanks for launching this theme. Hopefully the old one can be blocked and people can start moving here. Has anyone asked for the old stream to be blocked? It doesn't even have an OP at the moment. Welcome. Hmm any1 can do the job, maybe it was meant to be you quote: Originally published by Dilimix92 man your amazing save your amazing work Well it's not my job Well I just shared an amazing job of an amazing person sent from my GT-S5282 via Tapataalk on August 1, 2014, 04:40 p.m. #22 Senior Member More Than a Member Of The Other Than Anyone Suggested Settings for MSAA on Real Racing 3 on 72013? I can't seem to make Tegra mode work with any combination of settings (better I get cars and lots of all black/grey backgrounds). Tried to turn on the MSAA 4x and 16x, but I don't see any difference. August 2, 2014, 3:40 p.m. #23 Senior Member amritsar More Settings texture of render resolution lower for MCS is irrelevant. I can't find any way to increase FPS with gttools for mc5 August 3, 2014, 07:41 PM No #24 quote: Originally published Chairmansaab Settings of texture make resolution lower for MCS no matter. I can't find a way to increase FPS with gttools for MCS Set visual quality to 0.5 or 0.25 (incase u don't care about the grfx bout) and a fake GPU to a lower power GPU can help being shipped out of my GT-S5282 using Tapataalk on August 3, 2014, 07:45 PM #25 quote: Originally published by magruder Anyone offered a setting for MSAA on Real Racing 3 on Nexus 7 2013? I can't seem to make Tegra mode work with any combination of settings (better I get cars and lots of all black/grey backgrounds). Tried to turn on the MSAA 4x and 16x, but I don't see any difference. I've never got r3 running in my Samsung Msaas is an anti-pseudonym The only difference is ull notice when when it is and on U really need to have eagle vision to notice the difference between 4 and 16 cause there is a slight increase in realism (talkin as normal PPL) you barely notice the differences only in the PC at the highest high in games such as skyrim Sent from my GT-S5282 via Tapataalk August 4, 2014, 07:37 am #26 Hi, I wanted to install GL Tools, but after ticking everything, then I tick set nothing to happen. Technically, he had to ask for SU permission, but it didn't work out. My device Isus zenfon 4. Thanks to this happens just try 2 to 3 times Open supersu before opening gttools so it will stay in memory and come up quickly if your device x64 then have shudnt use its BTW Sent from my GT-S5282 using Tapataalk August 4, 2014, 03:31 PM No #28 quote: Originally published as T3snake This happens just try 2 to 3 times Open Supersu before opening gttools so it will stay in memory and come up quickly if your device x64 then have shudnt use it btw Sent from my GT-S5282 using Tapataalk Well, already open and try it, my Intel Atom No. 2520, which x32 I'm correct? After a few try it pop-up library building failed Want me to send a crash magazine? U shud send a crash log to the developer of this app. You tried it through recovery Sent from my GT-S5282 using Tapataalk on August 5, 2014, 03:09 PM #32 quote: Originally published by T3snake U shud send crash log to the app developer of this app. Have you tried it through recovery Sent from my GT-S5282 using Tapataalk, how to install with recovery? I did press set the recovery nothing to happen, my have no CWM still no custom recovery available, maybe I need to wait until now for the game to play just sometimes slow down a bit anyway thanks to u need a special recovery to work with. Installing this way just requires you to press a button next to the installation Sent from my GT-S5282 using Tapataalk on August 10, 2014, 11:24 PM No #34 quote: Originally published T3snake U need a special recovery to work. Installing this way just requires you to press a button next to the installation Sent from my GT-S5282 using Tapataalk I see I see I need to wait until my phone have a custom recovery. Thank you august 11, 2014, 10:04 PM No #35 Senior Member More Link to gl extension and gl renderer Sent from my SM-T211 via Tapataalk on July 29, 2014, 07:14 PM #12 Member Guaruj More I try to run the game Fibble but always gets chatters without screen textures appears only for some purpose. n9005 with kitkat. July 30, 2014 - 7:54 #13 Am Awesome!!! Thanks for sharing bro @T3snake On July 30, 2014, 08:21am No #14 senior member of Spalding, England More You Know - the problem with gttools is that with its driver installed, even if we don't use any profiles, it makes 3D choppy on galaxy ace2. Is it possible to implement any method of overcoming/switching between the original and modded .libs? And another question: is adding vsync/off (well, a few methods) possible at all? July 30, 2014, 8:55 a.m. #15 Junior member of the Better Product Man, thank you. July 30, 2014, 12:53 PM #16 quote: Originally published by xo.en You know - the problem with gttools is that with its driver installed, even if we don't use any profiles, it makes 3D choppy on the galaxy ace2. Is there any method of brigging/switching between the original and the .libs? And another question: is adding vsync/off (well, a few methods) possible at all? In my case, there's no difference without a profile. I just saw a PPL posting that just installing gttools helped them. Hes a good guy whom you can find contact information in the op July 30, 2014, 12:55 pm No #17 quote: Originally published opoeta I try to run the game Fibble but always gets tired without the textures of the screen appears some purpose only. Has anyone managed to make this game work with gttools? My phone n9005 with kitkat. I didn't check. Make it an honor to be the 1st to do the job. It didn't take so long, July 30, 2014, 03:10 p.m. no #18 senior member of Lino Lakes, MN Donate me more hey thanks for launching this theme. Hopefully the old one can be blocked and people can start moving here. Has anyone asked for the old stream to be blocked? It doesn't even have an OP at the moment. Welcome. Hmm any1 can do the job, maybe it was destined to be you quote: Originally published by Dilimix92 your amazing save your amazing job of an amazing person sent from my GT-S5282 via Tapataalk Page 5 August 5, 2014, 06:25 AM #31 quote: Originally published 12gage I played Real Boxing and and 2 without GLTools without any difficulty on my Note 3, however my phone gets very hot and the battery drains quickly (where other high graphic games GTA SA, Wolf among us seem not) Are there installations in GLTools that could help this? The only thing that can help you wud be reducing visual quality, thus relieving the load on your note. Or probably referring to the lower GPU in gttools But I doubt it will even barely affect the overheating problem sent from my GT-S5282 using Tapataalk on August 5, 2014, 03:09 PM No #32 quote: Originally published by T3snake U shud send crash log to the app developer of this app. Have you tried it through recovery Sent from my GT-S5282 using Tapataalk, how to install with recovery? I did press set the recovery nothing to happen, my have no CWM still no custom recovery available, maybe I need to wait until now for the game to play just sometimes slow down a bit anyway thanks to u need a special recovery to work with. Installing this way just requires you to press a button next to the installation Sent from my GT-S5282 using Tapataalk on August 5, 2014, 06:25 AM #31 quote: Originally published 12gage I played Real Boxing and and 2 without GLTools without any difficulty on my Note 3, however my phone gets very hot and the battery drains quickly (where other high graphic games GTA SA, Wolf among us seem not) Are there installations in GLTools that could help this? The only thing that can help you wud be reducing visual quality, thus relieving the load on your note. Or probably referring to the lower GPU in gttools But I doubt it will even barely affect the overheating problem sent from my GT-S5282 using Tapataalk on August 5, 2014, 03:09 PM No #32 quote: Originally published by T3snake U shud send crash log to the app developer of this app. Have you tried it through recovery Sent from my GT-S5282 using Tapataalk, how to install with recovery? 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