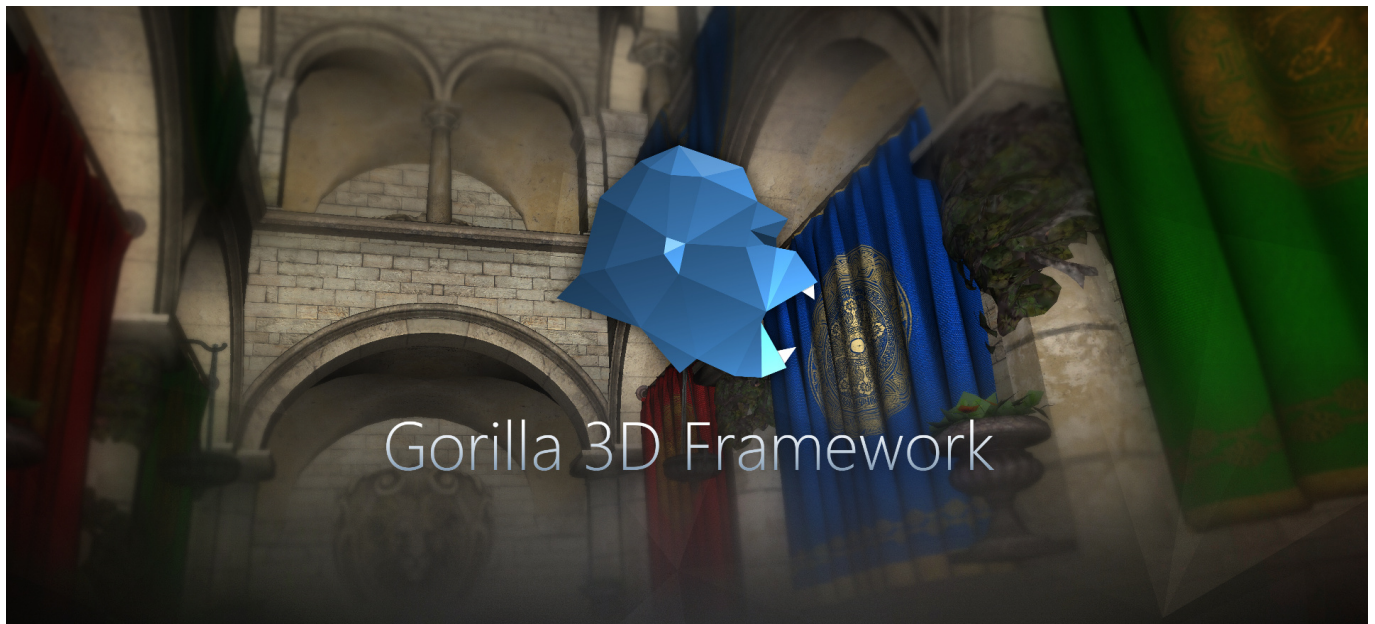


# Gorilla3D Framework Manual



The Gorilla3D Framework is an extension for Firemonkey component library in Delphi and C++ Builder by Embarcadero. It extends the basic 3D functionality and offers additional useful components to create 3D games and applications.

If you don't already have installed Delphi or C++ Builder you can start by downloading the Delphi community edition at: <https://www.embarcadero.com/de/products/delphi/starter>

The component library uses the OpenGL 4.3+ or OpenGLES v3.0 + technology and currently supports Windows 32/64 and Android 32/64 platforms.

A wide range of classes and components helps you build your game or multimedia app much faster and easier.

Select your version:

- [0.8.4 \(preview\)](#)
- [0.8.3](#)
- [0.8.2](#)

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