
Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Author: : kas1e

Date: : 2018/2/17 21:34:02

URL:

@all

Ok all initial bugs fixed, and so to the same speed tests we do with Regal, MiniGL and MiniGL-Reloaded.

There is source: [http://kas1e.mikendezign.com/aos4/gl4 ... _tests/gl4es_speed_test.c](http://kas1e.mikendezign.com/aos4/gl4..._tests/gl4es_speed_test.c)

There is binary compiled over gl4es: [http://kas1e.mikendezign.com/aos4/gl4 ... ests/gl4es_speed_test.zip](http://kas1e.mikendezign.com/aos4/gl4..._ests/gl4es_speed_test.zip)

Now, result is:

GL4ES:

Quote:

21483 frames drawn, for a total of 8169.000000 milliseconds

Took approximately 0.380254 milliseconds per frame

Average FPS: **2629.820051**

Took approximately 0.474701 milliseconds per frame (with swap)

Average FPS (with swap): **2106.589527**

And as i post in Regal's topic:

MiniGL:

Quote:

27488 frames drawn, for a total of 10097.000000 milliseconds

Took approximately 0.367324 milliseconds per frame

Average FPS: **2722.392790**

Took approximately 0.470714 milliseconds per frame (with swap)

Average FPS (with swap): **2124.430018**

Regal:

Quote:

32814 frames drawn, for a total of 16080.000000 milliseconds
Took approximately 0.490035 milliseconds per frame
Average FPS: **2040.671642**
Took approximately 0.587737 milliseconds per frame (with swap)
Average FPS (with swap): **1701.441460**

As you see, the result is much better than with Regal. Its on pair with MiniGL, which , do not be confused, very good result for such a simple test case because of reassons Daniel wrote in Regal's topic (slow first frame, too simple code, so not show potential of overload and so on).

@Daniel

Can you plz run that test on your Sam, so we will see how it in compare with MiniGL reloaded. Probably on the same level, or even better a little ?