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Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGLES2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGLES2 emulation - some tech. info and porting progress

Author: : Daytona675x

Date: : 2018/2/18 7:37:52

URL:

@kas1e

Now, this looks even more promising as Regal 😊

Checked your binary on my sam460:

Quote:

```
LIBGL: Initialising gl4es
LIBGL: v1.0.5 built on Feb 17 2018 23:41:49
LIBGL: Using GLES 2.0 backend
LIBGL: OGLES2 Library and Interface open successfully
LIBGL: Hardware test disabled, nothing activated...
LIBGL: Targeting OpenGL 2.0
LIBGL: Current folder is:RAM Disk:
20457 frames drawn, for a total of 11217.000000 milliseconds
Took approximately 0.548321 milliseconds per frame
Average FPS: 1823.749666
Took approximately 0.652686 milliseconds per frame (with swap)
Average FPS (with swap): 1532.130018
```

So on my side all the msec results for this test are (smaller = better):

Quote:

```
MiniGL: 0.488850
gl4es: 0.548321
MGLReloaded: 0.571977
Regal: 1.109902
```

So with this test it's a bit faster than my current MGLReloaded and, no surprise, slower as original MGL.

Didn't compare Regal vs gl4es, but if the feature-set is more or less identical I would concentrate on gl4es if I were you 😊 (also because the author apparently is both active and helpful)

Quote:

So, once i try to run it as it, it freeze amigaos. But not all the time on the same place.

From a quick look, you only defined 6 normals for 8 vertices.

Quote:

```
glFlush();
IOGLES2->aglSwapBuffers();
glDrawBuffer(GL_BACK);
display();
glDrawBuffer(GL_FRONT);
```

What is that supposed to do?

It should just be:

Quote:

```
display();
IOGLES2->aglSwapBuffers();
```