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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

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Date: : 2019/3/27 13:02:26

URL:

@kas1e

Quote:

Same issue is with `GL_TRIANGLE_FAN` and `GL_TRIANGLE_STRIP` as well.. but if you say that "ogles2 does not mess with the primitive type. It forwards the requested type to W3D Nova." , then probably it can be Nova in end ?

Hehe. Warp3D Nova just passes the whole lot on to the GPU. Shall we blame the hardware? 😊

The tests where you're messing around with the vertex coordinates are giving really weird results. Have you tried recompiling the entire game with optimization disabled? Remember to do a clean full rebuild.

EDIT: You should also compile GL4ES without optimization in this test.

Hans