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Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

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URL:

@Hans

Also tried with different optimisation in gl4es: by default it was "-O3 -std=gnu99 -funwind-tables -fvisibility=hidden"

I tried:

-O2 -std=gnu99

-O1 -std=gnu99

-OO -std=gnu99

And whole game recompiled with -O1.

Result always the same, and bug always the same and reacts the same as before. I.e. different optimisation be it game, or gl4es, make no differences.