

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: : 2019/3/28 2:53:09

URL:

@kas1e

I've taken a peek at GL4ES' code, and it has code to convert both `GL_TRIANGLE_FAN` and `GL_QUADS` to `GL_TRIANGLES`. I don't know if that code is being used, because there are config variables to enable/disable various features. Differing config settings may also result in code working on one system but not another...

I hope Daniel's got a gl-call logger for you to use. Otherwise the debug version of Warp3D Nova should make it clearer whether `GL_TRIANGLE_FAN` is or isn't being converted.

This reminds me that it would be really useful to have debugging tools like [apitrace](#) for OpenGL and Warp3D Nova.

@all

If anyone's looking for a porting project, please have a look at [apitrace](#).

Hans