

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

Author: : Capehill

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URL:

@Hans

In the post #513 above kas1e seems to be creating texture for each side.

Regarding API tracing, I would contribute to such a project. I have no idea how portable these open source tools are, but I guess it would be possible to "patch" each OGLES2/Warp3D(Nova) call to capture data. Or how would you approach the issue?

@kas1e

To create colors you could use glColor calls as well, no need for texture unless the issue is related to textures.