

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 17:43:28

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@kas1e

Regarding API tracing: GUI can come later. First things first :)

Regarding Lugaru: remember quad_mystery.lha test? I added a frame counter and 1-sec delay in render function, and it seems to me that in this case, the first 5 frames are drawn correctly, then 3/4 of quads "disappear".