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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

Author: : kas1e

Date: : 2019/3/28 17:47:29

URL:

@Capehill

Quote:

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

It is quite portable for sure, i few times starting to looking at this, but just realize it need some normal developer if we want to make it all right and not half of working.

Quote:

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".

Whoa whoa ! Is it the same issue then ?

There is exactly what happens: first frames renders as should, and then issue come after some frames.