
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: : thellier

Date: : 2019/9/13 13:13:53

URL:

@kas1e

>not the VBO creation/handling it seems

Are you sure ?

(When I coded Wazp3D57 with Nova rendering) I have tried differents methods for updating a VBO but it seems to be slow

Perhaps having a patched MiniGL that will update (say) 11 times the VBO will allow to know how much time a VBO update is REALLY during in a REAL program
(delta time / 10)

I mean when I was testing Cow3D on Wazp3D57-> Nova it was (say) 80 % of a real waRp3D (massive VBO update but one time) so bandwidth seems +- ok

But when I was testing Quake2 (real life test) it was 1-2 FPS ... weird

An other thing:

Also when I was testing a simple raymarching test i found that Nova GLSL seems to have very strange bugs: I mean all is fine when GLSL code is compiled but strange artefacts appears like the GLSL code was computing badly at some pixels (like a rounding fpu bug)in frag shader