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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

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@Daytona675x

>VBO is just a package full of plain bytes

But will it avoid the "write from buffer to GPU vram" part ?

I mean perhaps Nova will proceed as usual : copy reordered data from a buffer to vram but only skip all reordering for each items

>RGBA8 data converted to RGBA float

Interesting too

Anyway we just need a new VBO mode (let it call W3DN\_RAW\_ACCESS) that dont copy GPU vram to/from a reordered buffer but only let it accesses the VBO data at their place in the GPU vram (so it is the cpu that will manage the reordering & copy)