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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: : Daytona675x

Date: : 2019/9/18 9:48:05

URL:

@Hans

Quote:

Try setting the unused arrays to UINT8 as well. That should work for now, until I add a proper option to disable endianness conversion.

I did and unfortunately this doesn't work at all (upload taking seconds, app becoming blocked, not crashing though, can be closed gracefully). Again, even tried with size/stride 0.

Is there a chance that this gets fixed soon? Best would be a proper implementation of `VBOSetLArray(W3DNEF_NONE)` though, abusing `UINT8` for "disable" seems like a bad idea anyway.