

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

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@Daytona675x

Sorry, You are right I only read until page 34 :-/ so I missed your last explanations

I am not accoutumed to have a coding subject produce so much answers in so few time 😊

> b) that vertex data is frequently changing

So for any minigl to nova (or warp3d to nova) wrapper it will make sense