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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

If I understood well this should works too, no?

- create VBO with N arrays
  - define VBOsize as VBO byte size
  - if you want to switch to fast endian-conv-free data transfer then do
- ```
for(uint32 i=0;i<VBOsize ;++i) VBOSetArray(vbo_handle,i,W3DNEF_UINT8,FALSE,1,1,i,1);
```

Edit: VBOsize I mean per line of the array

Exemple

3 arrays:

xyz

uvw

rgba

$VBOsize=(3+3+4)*4=40$

So no need to have a multiple of 3 can keep 40