
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

I explained it badly I should have called the variable VertexSize not VBOsize : but we agree 😊

[For Wazp3D57 I have encapsulated all those VBO functions to more simple functions so I no more use them...]

I was thinking that "recasting" on the fly a VBO created with 3 "fields" to a VBO with 40 "fields" may be possible (after all Nova works so strangely so it may not have check the "fields" scount) as long as the global VBOsize stay the same (160). It may have permit to not change the VertexSize to a multiple of 3 but if it dont works it dont works...