
Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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URL:

Regarding compiled vertex array, it seems to me that there is an issue if "first" parameter is > 0. My interpretation of [https://www.khronos.org/registry/OpenG ... compiled_vertex_array.txt](https://www.khronos.org/registry/OpenG...compiled_vertex_array.txt) is that range is [first, first + count[.

Quote:

```
void cgl_GLLockArrays(struct GLContextIFace *Self, GLint first, GLsizei count)
{
...

if (MGLEnsureVertexBufferSize(context, count-first)) {
```

Also GL error checking seems to missing.