

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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URL:

@Capehill
Fake VBOs in MiniGL are really just vertex arrays with a different API. For FBOs you need to be able to change the render target (not just the color buffer but Z-buffer, etc.). A long time ago I found clues in the Warp3D v5 SDK that there could be a way to do this, but AFAIK no public API exists for it. Someone with access to the Warp3D drivers sources would have more information about this.