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Subject: : AmigaOS4

Topic: : Open Source cross-platform game engine

Re: Open Source cross-platform game engine

Author: : Daytona675x

Date: : 2019/3/23 10:32:40

URL:

@ferrels  
Actually the extension support on our side isn't that bad 😊 Among many others we got

Quote:  
  
more restricted texture formats (especially regarding floating point)

support for plenty of texture extensions and thus lots of non-std-GLES2-formats (e.g. float textures, rectangle textures)

Quote:  
  
no min/max blending (there may be an extension for this)

just added that 😊 , will be in the upcoming version 2.3.

Quote:  
  
no Quad List primitive

also in that 2.3 there's sortof support for GL\_QUAD\_STRIP, by simply switching to triangle strips internally 😊