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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

Author: : kas1e

Date: : 2019/3/27 10:58:56

URL:

And , the final part. If , in the first face i change that 4st

```
glTexCoord2f(0, 1); glVertex3f(-size, size, size);
```

on

```
glTexCoord2f(0, 1); glVertex3f(-size/2.0, size, size);
```

Everything works in that 1,2,4 case !

And that what ptitSeb says on that:

That's very strange.

That looks like there is some "optimization" that take common stuff (vertices/texels) and mutualized them, somehow. But that also can be something completely different.

Not sure at all were this can comes from, but I highly doubt the issue is inside gl4es.