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Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : kas1e

Date: : 2019/4/1 12:00:23

URL:

@Daniel

Quote:

- Fix: I forgot to enforce a Nova submission if a user-supplied VBO was modified and if this VBO was already marked as being queued for rendering. The effects could vary. Capehill reported it as missing letters in one of his games (in fact those letters weren't really missing, but had mutated to others which were now being drawn twice ), thanks again!

That one confirmed for sure.

Also tested all games,etc : all works as expected.

@Capehill

Quote:

Regarding OpenGL ES 2.0 test programs: they seem to use the original version `aglCreateContextTags`, maybe could be updated to use `aglCreateContextTags2`?

Once Daniel made those "2" versions of functions, i start to use them when adding gl4es into SDL1/SDL2, so all my tests already with it.

Btw, you may also add to the list of apps which use ogles2 (via gl4es as well) these:

Huno's RCTW Reborn:

<http://hunoppc.amiga-projects.net/con ... return-castle-wolfenstein>

and his EGL wrapper:

<http://hunoppc.amiga-projects.net/con...ry-eglwrapper-opengles-20>

And AmiBoing's "Spencer" also use ogles2.library directly for sure:

<http://www.amiboing.de/gameDetail.php?id=25>