
Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

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Date: : 2019/9/14 15:50:01

URL:

@Capehill

Yeah, i just wait 15 seconds now too to stabilize all thigs, and in my case i have

OpenGL:

- DrawElements 90%

Nove:

- DrawElements 60%

- BufferUnlock 15%

and all other things take other % bit by bit.

(at least i check that table where i have "% of 1880.049764 ms")

There is my new log (22mb unpacked, 1mb packed):

http://kas1e.mikendezign.com/aos4/irrlischt/02.quake3map_trace.zip

Dunno through what it can say to us.. I mean this time it didn't explain still, why it slower that much in compare with old amd1.6ghz with shiti gfx card