
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

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Date: : 2019/9/18 4:35:11

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Quote:

The fun part with that VBOSetArray convention:

you can (ab)use it to trick Nova into not doing its slow endian conversion. Simply tell it beforehand that the VBO is just a package full of plain bytes

But keep your seat, yes, it works, but unfortunately another Nova-slowdown-area kills the potential gain again:

you may remember that ogles2 contains a workaround for plain byte stuff like RGBA8 data. I found upload of such endian-free-simple-data to be so extremely dead-slow for unknown reasons, so the lib converts those to RGBAfloat32 data... You'd expect it to be much slower then (the 4x byte-to-float conversion, 4x as much data to transfer) but it's muuuuuuch faster than letting Nova do the simple job on the plain bytes.

Huh? If a VBO contains only uint8 data, then it should be using a straight copy routine (one that uses doubles if possible).

You do need to make sure that **all** VBO arrays are 8-bit or disabled (W3DNEF_NONE), otherwise it'll fall through to the complex case of handling mixed data.

Hans