

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: : Hans

Date: : 2019/9/18 9:51:47

URL:

@Daytona675x

Quote:

I did and unfortunately this doesn't work at all (upload taking seconds, app becoming blocked, not crashing though). Again, even tried with size/stride 0.

That makes no sense whatsoever. The code in question literally compares the element sizes of all arrays in the VBO. If they're all the same, then it enables the global conversion mode.

Sorry, I cannot commit to fixing anything any time soon.

Hans