

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: : thellier

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URL:

>The only thing that helps is to create a simple 1 array VBO in the first place.

?? Please, explain more.

Do you mean a simple array of floats declared as `W3DNEF_NONE + uint8` ?

Because later on your text you say it dont works

but say "we still have a potential up-to-factor-4"

I mean do you really obtained x4 speed up ? or is it theory ?