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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: : Daytona675x

Date: : 2019/9/18 16:08:37

URL:

@thellier

Quote:

I am not accoutumed to have a coding subject produce so much answers in so few time

LOL 😊

Quote:

So for any minigl to nova (or warp3d to nova) wrapper it will make sense

In general yes, but... The real effective per frame performance gain highly depends on the respective application / game. The highest gain is to be expected when every existing upload-avoidance-strategy inside ogles2 fails.

This is the case for quickly changing, non-repetitive data, e.g. a procedural effect. Or if there are so many *different* objects per frame that ogles2's caches are constantly overwritten again. Or if there are very large objects which don't fit the internal cache buffers.

As long as there are only a handful of not too big uploads per frame, the performance gain will still exist but probably be neglectable. We'll see 😊