

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.0

Author: : Daytona675x

Date: : 2020/5/3 11:07:00

URL:

@Capehill

Not really necessary, I just deleted that text fragment out of my above comment 😊

gles2 will detect that your vertex data is the same and use the already prepared internal VBO. Providing your own will in theory still be faster but in practice this difference will hardly be measurable. The point is: in neither case will vertex data be sent to the GPU more than once.