

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Raziel

Date: : 2020/9/14 20:02:23

URL:

@Daytona675x

Quote:

As a result the lib now also supports uniform arrays.

Is that Boolean uniforms support?

Or is that something completely different?