

Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

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@IAMSonic

Nice :)

Btw, if the game uses a lot glBegin/glEnd route, it worth experimenting on the running with "setenv LIBGL_BATCH 0-20", or 0-40, etc. It may speed things up and if missing cars can be not your fault, it can may some impact on as well (at least in one of my ports (NeverBall) I have some missing pieces, and batching makes them show up correctly).