

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

Author: : kas1e

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URL:

@IAMSonic

Those old and very old games, which use GLBegin/GLEnd route most of time will be of the same speed over gl4es and minigl (and even can sometime be slower over gl4es). Gl4es is mostly for new stuff, written in having in mind all the VBO and stuff.

As for issues with minigl4gl4es and directly gl4es : minigl4gl4es uses gl4es fully, so no surprise the same bug arise everywhere. And as you can reproduce it easy on direct usage of gl4es, i assume you need to create bug-report to ptitSeb about , there : <https://github.com/ptitSeb/gl4es/issues>

He very helpfull, and if you will bring to him links, sources (which can be compiled on any platform) and point out on what wrong , he surely can check and fix it (as he do most of the times). Or at least he may bring some idea about what can be wrong, etc.