
Subject: Re: Problem with OpenGL functionality: glPrimitiveRestartIndex
Posted by [mrjt](#) on Wed, 21 Jul 2010 13:05:12 GMT

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Just break your polygons down into triangles and draw those instead. It requires 0 extra vertices and $(n-3)*2$ extra indices (where n is the number of points in the polygon).

Unless you're planning on drawing millions of textured and shaded triangles a frame you won't notice any difference at all.
