Subject: Re: SDL20GL TopWindow handling
Posted by Sgifan on Thu, 31 Oct 2013 21:31:30 GMT

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Maybe take a look at http://www.raywenderlich.com/3664/

Your shaders look simple enough but try to lower the precision in the frag shader (lowp instead of mediump as i see in the current code (GLES specific))

Also using VBO seems to help a lot for speed.