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Subject: Re: SDL20GL TopWindow handling  
Posted by [mirek](#) on Fri, 01 Nov 2013 06:33:34 GMT  
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Sgifan wrote on Thu, 31 October 2013 17:31  
Also using VBO seems to help a lot for speed.

Well, my understanding of VBO is that the advantage is that complex vertex mesh data can reside on GPU between frames - which is not exactly our case here. (Or is it?)

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