1. When targeting PowerVR hardware. Why a performance improvement can be gained by ensuring that the primitives are in the form of a Triangle List that is Indexed ?
2. Triangle data optimisations: Sorting method

Sorting Triangles for vertex cache, right?

1. Vertex data optimisations: Sort vertices

Sorting [vertices](http://cn.bing.com/dict/search?q=vertices&FORM=BDVSP6&mkt=zh-cn) for memory cache, right?

1. Export skinning data: Matrix palette size

Bone limit per-mesh for one draw call

Why not generate a Bone-Matrix texture for Skin in Vertex Shader?

1. Flip V co-ordinate

According to the document

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This option flips the V coordinate in the UV texture. It is used when textures are to behave in the same way as a „render to texture‟ target in OpenGL. If both Direct3D and OpenGL are being targeted, this option is unlikely to be desirable.

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Is this a bug?

GetUVW(psUVW[i], i, (opt.GetOption(COptionsData::eCS) == eD3D) ? !opt.GetOption(COptionsData::ebFlipTextureV) : opt.GetOption(COptionsData::ebFlipTextureV));

Maybe

GetUVW(psUVW[i], i, (opt.GetOption(COptionsData::eCS) == eD3D) ? false : opt.GetOption(COptionsData::ebFlipTextureV));

1. Vertex splitting (-1 .. 1)

Maybe (-90 degree, 90 degree) better to understand.