

Subject: : AmigaOS4

Topic: : Interested in learning OpenGL ES 2 or Warp3D Nova?

Re: Interested in learning OpenGL ES 2 or Warp3D Nova?

Author: : Caras

Date: : 2016/9/7 7:40:42

URL:

@Hans

There were some issues with the shaders, but that might have been due to being written for OpenGL 3.x originally.

The fragment shader wouldn't work unless I put uniforms before in's. Didn't seem to matter with the vertex shader.

Also RGB textures simply wouldn't work, had to convert everything to RGBA textures.

The feature I'd most like is array textures.