Subject: : AmigaOS4
Topic: : Interested in learning OpenGL ES 2 or Warp3D Nova?
Re: Interested in learning OpenGL ES 2 or Warp3D Nova?
Author: : Hans
Date: : 2016/9/7 8:32:50
URL:

@Caras

Quote:

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

Did they compile and not work? Or, did they fail with errors?

Do you still have the original shaders? If so, then could you email them to me (use the email address on my website)?

Quote:

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

That's weird. I **always** put the uniforms after the inputs. Mind you, I'm using Nova directly so they're compiled with a standalone GLSL to SPIR-V compiler. Still, the compiler in the GL ES wrapper is based on the same code.

Quote:

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

Well, RGB is supported by pretty much zero hardware...
With MiniGL/Warp3D, using RGB actually wastes extra memory because it has to keep a copy of both the RGB original, and the converted RGBA version.

Quote:

> The feature I'd most like is array textures.

~~That's unlikely to come any time soon, sorry. There's still lots of higher priority features.~~

@all
This would be a good time to remind everyone to submit Warp3D Nova bug reports to:
http://amigadeveloper.com/bugreports/
If something isn't working as it should, then I need to know. Posting on forums or sending via email is a good way for bug reports to get lost, so please use the bug tracker.

Hans