

---

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 9:11:43

URL:

@Caras

Quote:

Also wasn't able to modify `gl_Position.y` in this bit of code.

```
uniform float yOffset;
```

```
...
```

```
gl_Position = MVP * vec4(vertexPosition_modelspace,1);
```

```
gl_Position.y += yOffset;
```

And some other stuff like `gl_FragColor.rgb * 1.0`; didn't work. But that was easy enough to modify. I'll try and get the original shaders to you, but half of it was probably my fault.

Older versions of the W3DN\_SI driver couldn't handle readback of output variables. The latest version does (the one in the recent Enhancer Software Pack update). Thanks to HunoPPC for finding and reporting that one.

Hans