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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 10:38:38

URL:

@Hans

Quote:

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.

Ok, I have the enhancer plus 1.1 and it crashes with `gl_Position.y += yOffset;` (shader compiles with no errors).