

Subject: : AmigaOS4

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

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

Author: : Severin

Date: : 2016/9/7 12:14:23

URL:

@MickJT

Quote:

I don't know enough about the different Warp3Ds, so perhaps I can't have it both ways and all existing games need to be re-ported? For example xmoto and Neverball. And would they need source changes? I assume if it worked with MiniGL, then you simply recompile. Would you need two binaries, one for older cards? (i.e 9250).

No recompile needed, I have a Radeon HD7770 and it works quite happily with Warp3D and Warp3DNova, the big problem you'll have is fitting a PCIe card in a samflex as the adaptors can cost more than the gfx card. You will lose overlay (DVPlayer) but comp_yuv2 in mplayer is faster once you have RadeonHD.chip V2.x installed.