

Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Author: : Daytona675x

Date: : 2018/2/18 8:12:13

URL:

@kas1e

Quote:

As for crash: sure, gl-code-wise it can be wrong, but it works copy of minigl example,

The normal array has to be larger and filled with correct normals, otherwise you are at least doing illegal memory reads with potentially trashed data.

And you know what trashed data for a normal likely is? Most likely not a normal anymore 😞 And a normal which is not a normal may easily provoke crashes on code which assumes that it is a normal.

Please fix the normal-array and try again.