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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: : kas1e

Date: : 2018/2/18 9:59:41

URL:

@Daytona675x

Quote:

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.



Quote:

Please fix the normal-array and try again.

Funny thing is that "random" crash wasn't random. Its just i run test case from shell, and window which opened put shell window behind the gles2 window, and while aglSwapBuffers() not done, there is copy of the screen in the window. So, i watch on that window thinking that there is just few printf's, while they go futher in the shell behind the window, which make me think nothing happens :)

It still strangely crashes: if i put bunch of printf's in Drawbox() before and after every gl call, then, its make 3 loops, and then crashes. But will firstly try to fix normales.

Probably it didn't crash in Regal before, because for that example Regal create shaders with arrays (and so nothing draws, but didn't crash), while, GL4ES create shaders without arrays -> code tryin to executes -> crash.

Through that only suggestion until didn't fix normales, maybe it bug in gl4es's glMatrixMode (as it works in MiniGL after all..). Will see now

@Daniel

Btw, just to be sure its not in spam box : did you recieve reports on mail about glGetActiveUniform(...) and glGetActiveAttrib(...) ?