
Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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URL:

@Daniel

Crash in Jedi:

mgl 2.21 , 2.22 and 2.23 : crash

mgl 2.20 : no crash

Changelog after 2.20 till 2.21:

Changes in v2.21

- `glGet*()` now returns the value of `GL_BLEND_DST`, `GL_BLEND_SRC`, `GL_COLOR_CLEAR_VALUE`, `GL_STENCIL_BITS`,
- `GL_ALPHA8` and `GL_LUMINANCE8_ALPHA8` are now recognized as valid internal formats
- Added missing stub for `glGetPointerv()`
- Added fake VBO support. For source code compatibility only, the buffers are stored in the system memory. New functions: `glGenBuffers()`, `glDeleteBuffers()`, `glBindBuffer()`, `glBufferSubData()`, `glBufferData()`, `glGetBufferSubData()`, `glMapBuffer()`, `glUnmapBuffer()`, `glGetBufferParameteriv()`
- `glTexEnvf` no longer sets `GL_INVALID_ENUM` unnecessarily when multitexturing is used
- Fixed `glCopyTexImage2D` and `glCopyTexSubImage2D` with `GL_RGB` textures
- `glTexGenfv()` now supports `GL_EYE_PLANE`
- Added S3TC texture compression using the S2TC compressor. Supports all of the S3TC, `DTXn` and ARB formats
- Fixed `glCopyTexImage2D()`
- Added `GL_DEPTH_COMPONENT` support to `glReadPixels()`. Only supports `GL_FLOAT` type
- Added support for the `GL_INCR_WRAP` and `GL_DECR_WRAP` stencil ops
- `glTexSubImage2D` and `glCopyTexSubImage2D` now work on mip levels larger than 0
- Added support for the `GL_ARB_vertex_array_bgra` extension

There i see "- Fixed `glCopyTexImage2D()`", maybe that one related. Is it possible in SVN to see when that commit was done, and what exactly was changes (so, will be possible to understand wtf) ?