
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

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URL:

A bit more hacking skybox.cpp, and just made 2 values for sizes:

```
static float size= 25;  
static float size2= -25;
```

And put it in use (so in all faces size where was size, and size2 where was -size).

Now, once values the same 25 and -25, or 15 and -15 or any other value just one with "+" and another with "-" : then bug is here.

Once ANY of values changes a bit, like 25 and -24, or 25 and -26, or 24 and -25 , then everything works fine !

So issue is exactly when values are the same. It's like, some optimisation when done, 1 maybe changes to -1 as start value, or to 0, or something of that sort.