

Subject: : AmigaOS4

Topic: : Warp3D SI (small) feature request.

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Hey guys!

Thanks to Creols, our elder french amigans, I'm now a proud owner of an AmigaOne X1000, so I'm back to code. :)

After two years without any serious activity, I'm a bit lost, and I don't know who is in charge of Warp3D SI (Hans?), so I make my request here.

My actual code uses 2 features from the RV200 driver not working on the SI driver:

1- Compressed texture: That's not a big deal, we already discussed this with Hans, and modern hardware are really hard to init, so I wrote a DXT unpacker and use uncompressed texture: Problem solved.

2- More problematic: I can't make the specular color to work on SI. The secondary color use is very basic, by enabling it, it just add the secondary color at blend stage. But it doesn't work. And I really need it.

So maybe I missed something? Maybe something else must be set? On RV200 just calling `W3D_SetState(context, W3D_SPECULAR, W3D_ENABLE);` is enough, but maybe something else must be done on SI? Maybe playing with texparameters, texenv?

If it not yet implemented, would it be be very hard to add this "little" (I think?) feature?

Thanks 😊