

Subject: : AmigaOS4

Topic: : Warp3D SI (small) feature request.

Re: Warp3D SI (small) feature request.

Author: : thellier

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URL:

@Crisot

We already discussed about a problem about secondary color (specular) If i remember right it worked only with a float color not an RGBA32 one.

Apart this it seems that something no more worked with some recents Warp3D about multi-texturing:

for example on my Sam460

from my Aminet/Microbe3D package, start Demo-View-ppc, then load data/JulietStriped/JulietStriped.obj ==>

now looks ugly . It should looks like this :

<http://thellier.free.fr/Docs/Microbe3D.html>