

Subject: : AmigaOS4

Topic: : Warp3D SI (small) feature request.

Re: Warp3D SI (small) feature request.

Author: : Crisot

Date: : 2019/4/8 23:00:04

URL:

Thanks to Hans the problem is solved.

Yes, Warp3D SI does not add the specular at blending, something Warp3D RV200 does by default or even OpenGL does by enabling (GL_COLOR_SUM);

But I was not aware Warp3D allow you to select the SPECULAR as argument for texture unit. So by simply activating a third TMU and using this trick, the specular is back.

Thank you! 😊

Alain: Hummm. Actually it looks correct on my system (?). Just moving lights does nothing.