
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

Author: : Hans

Date: : 2018/2/22 22:14:08

URL:

@kas1e

Quote:

Should i create official bz for you, or it enough of what we discuss here ?

Yes, create a bug ticket. You can keep it brief and add a link to the first post in this thread about the issue.

@Daytona675x

Quote:

Remarkably similar is not identical and fragment- is not vertex-shader 😊

Very true. Here's my test frag shader:

```
#version 140
```

```
in vec2 Pos;
```

```
void main()
```

```
{  
  gl_FragColor = vec4(0.0);
```

```
  if(Pos.x <= 0) {  
    gl_FragColor = vec4(0.5);  
  }
```

```
  gl_FragColor.a = 1.0;
```

```
}
```

I'll add a vertex shader equivalent to my test suite as soon as I can.

Hans