

Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

Author: : Daytona675x

Date: : 2018/2/23 9:10:26

URL:

@Hans

Quote:

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

Sounds as if there's no vertex-shader-with-if test in your suite at all so far?

Okay, that explains why this one slipped through, because if-handling in vertex-shaders is apparently broken so hard that it seems to be impossible to come up with a working one.

And it also explains why your other tests pass - because they all miss the topic 😊

As being said: just use [your HelloTriangle example with the modified shader](#) as outlined above and already prepared for you, then you have your vertex-shader-equivalent for your test suite, you don't need to waste time coming up with sth. new.