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Subject: : AmigaOS4

Topic: : friking shark microfreezes

Re: friking shark microfreezes

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URL:

@Lio

Yeah, K-L right : you have those pauses only when you load game from disk, and first time fly a bit and kill few enemies. To have it all smooth at current stage you just start a game, play a minute, collect those "pauses" and then exit from level and start it again : and no more pauses.

Reasons for pauses are this: gl4es wrapper works that way: when gl states changes, it generate internal gl4es shader, which need to compile, load, execute or whatever and that take that "micro pause".

To avoid that issue, we wait for one or another thing to happens:

1). gl4es will have "precompiled shaders". That mean, that you play any game/app one time, gl4es made all the internal shaders it needs, save them to disk, and then , they always just used from disk. But when ptitSeb will do so, no one know. Month, or year(s) - dunno. Its in his TODO.

2). fricking shark have support of real shaders, not internal gl4es ones used to make it all works, but real ones which come with fricking shark. At moment they disabled, because Warp3Dnova have bug in it. It is in the BZ already, and Hans aware , there is:

<http://www.amiga.org/developer/bugreports/view.php?id=377>

Once Hans deal with it, and assuming there will be no visual errors with fricking shark's shaders which need more fixes in warp3dnova, i can enable them, and as they calculates at the begining of the levels, there also will be no pauses.

As for Joystick : i do not have one, so can't test it, but we can add support of it for friking shark, if, any of you with joystick have interest to test it.