
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

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URL:

@Hans, Daniel

Another game, another issue :)

Its LugaruHD (we have some old minigl port):

<https://osslugaru.gitlab.io/>

<https://github.com/osslugaru/lugaru/>

Take a look at that video:

<https://youtu.be/4j0f60e-OJ4>

Starting from 30 seconds, you can see how textures of the sky start to mirror+copy all the other world's data, and sometime you can see bounds of textures of sky. Also issue is very visibly on the level 2, starting from 1:25 seconds on video.

I also tried some older version of the sources (original ones released in 2010) : same issue.

Then tested it over MiniGL : no issue. Then asking ptitSeb to test it on Pandora : no issue.

The the code for the skybox is pretty small, and all in Source/Environment/Skybox.cpp there:

[https://github.com/osslugaru/lugaru/bl ... ce/Environment/Skybox.cpp](https://github.com/osslugaru/lugaru/bl...ce/Environment/Skybox.cpp)

What says PtitSeb is that:

The skybox is wrong. The faces are not the right ones, and some are not shown at all.

My guess is that the math used to calculated the coordinates of the skybox vertices get wrong at some points, like with negative values getting discarded or wrapping to positive?

And as can be seen in the Skybox.cpp, there is lots of "-size", which may cause on ogles2 or on w3dnova that effect.

And as i do not know what it ogles2 or warp3dnova, i dunno where to report it.