
Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

Author: : Daytona675x

Date: : 2019/3/16 10:48:58

URL:

@amig_os

Thanks for checking!

@kas1e

Okay, sounds all plausible now:

1. your continuing Q3 crash may well be because of other config than mine, using certain extensions.
2. Lugaru textures etc. now fixed, because of the new Capehill-et-others workaround.
3. after my working pre-built binaries the only remaining thing that has been added that would explain (1) is rev 533 with those extensions Biró added.

I will now check and fix those extensions.

EDIT: found and fixed a bug inside the new GLDrawElementsBaseVertex implementation. Biró took GLDrawElements and modified it to become that new one.

And there's an ugly bug inside! If flat-shading is enabled and GL_POLYGON is used, then the index-pointer will be incremented one extra time per polygon 😄

This bug has **not** been added by Biró! It was there before, I only noticed it because Biró modified the buggy line when (correctly) adding the base-vertex feature 😊

Other than that I didn't see anything yet. I doubt that this was it, but updated the test-lib anyway.

EDIT: because I don't see any suspicious anymore, I simply made two additional test-libs; one without the one extension, one without the other. Let's see what happens.

http://www.goldencode.de/tmp/mgl_nodrawelemext.zip

http://www.goldencode.de/tmp/mgl_nomapext.zip