
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: : kas1e

Date: : 2019/3/27 13:59:40

URL:

Hans

Quote:

Hehe. Warp3D Nova just passes the whole lot on to the GPU. Shall we blame the hardware?

:) at least the only place where optimisation involved with triangle_fans are nova if taking in account that it transfered untouched in gl4es and ogles2..

Quote:

Have you tried recompiling the entire game with optimization disabled? Remember to do a clean full rebuild.

Yeah, in post 499. In short, recompiling of game with O3, O2, O1 and O0 give exactly the same results.

Will try to recompile gl4es without optimisation too just in case.

And after last tests ptitseb says that: That is really odd! You need to send that to low level Warp3d dev. I guess.

@Hans, Daniel

So everyone point by finger on another one. Is there any way for me , not having sources of ogles, or warp3dnova to fix anything ?:) It all start to feels like crap when none of devs want to deal with.

What about making some debug versions of ogles2 and warp3dnova, which will come with releases, which can printf all the crap, so when one want to find the truth, he can use debug versions, where via ENVs control what to print, etc ?

So , we can find the guilty and with lugaru bug, and with frickingshark (those 0xFFFFFFFF coming from nowhere , but not from gl4es for sure) one ?

Common .. What can i do if everyone point by finger on another one, even when i made sooo deep tests ?

To reduce it more ?:)