
Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGL ES2 emulation - some tech. info and porting progress

Author: : Hans

Date: : 2019/3/28 0:39:18

URL:

@kas1e

Quote:

That theory can be ok for Fricking Shark issue probabaly, but that doesn't explain Lugaru's one: why when we have +25 and -25 don't work, but changing any value to be not equal to another one made it works.

Could you please just try what I asked?

For the record, when I say that the driver just passes it on to the hardware, I mean it. The driver literally tells the GPU to draw a tri-fan using the specified vertex data, texture and shader pipeline. Likewise, when the vertex data is transferred to the GPU, all that the driver does is convert the endianness and copy it over. At no point does it peek at the data and do stupid things like check if the coordinates are +/- the same value. The shader can't be responsible either, because it only operates on one vertex at a time, and can NOT check what the previous vertex was and do silly optimizations.

Quote:

I have only access to the betas (1.63 currently), but what i mean, is debug versions of warp3dnova and ogles2.library for debugging purposes.

I know what you mean, and I expected you (and all beta testers) to have access to the version that spits out debug info. I'll make sure you get access to it...

EDIT: BTW, if you have a *.debug version of the driver, then that *is* the one that prints debugging info.

Hans