
Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Daytona675x

Date: : 2019/4/1 11:01:22

URL:

@Capehill

Quote:

Diamonds and Dust title texts (the blue ones) are still broken.

Fixed as of version 2.4:

OpenGL ES 2 version 2.4 for Warp3D Nova / AmigaOS4 is on my FTP for testers to test now!

No April fool hoax, we got a fresh version for real again 😊

- Fix: I forgot to enforce a Nova submission if a user-supplied VBO was modified and if this VBO was already marked as being queued for rendering. The effects could vary. Capehill reported it as missing letters in one of his games (in fact those letters weren't really missing, but had mutated to others which were now being drawn twice 😊), thanks again!

- Fix: glMapBufferOES now issues a Nova submission flush in such a case too, if the access-mode is not GL_READ_ONLY.

- performance: some more branch hints, one redundant Nova VBOSetArray call removed.

- version set to 2.4 (1.4.2019)

EDIT: 2.4 has been updated again, I had added a fresh bug but luckily Capehill immediately smelled it 😊

Fixed.

Cheers,

Daniel