

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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URL:

OpenGL ES 2 version 2.5 for Warp3D Nova / AmigaOS4 is on my FTP for testers to test now!

- Fixed a very subtle OpenGL specs violation in glVertexAttrib which could result in crashes in certain use-cases because it would make the library to try to copy from a nullptr. This fixes the crash in the game Fricking Shark reported by kas1e.

Fun fact, no kidding: back in 2016 I placed this comment behind the critical line of code which had to be removed now:

```
// FIXME: is that correct?! I don't think so
```



EDIT, little addon:

- Further speedup of the lib's internal ubyte8->float32 copy-conversion. kas1e reported 2+ fps in his Q3 tests (84.4 vs. 86.6). Not too shabby.

- version set to 2.5 (7.4.2019)

Cheers,

Daniel