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Subject: : AmigaOS4

Topic: : Warp3D SI (small) feature request.

Re: Warp3D SI (small) feature request.

Author: : Hans

Date: : 2019/4/8 6:23:30

URL:

@Crisot

Quote:

2- More problematic: I can't make the specular color to work on SI. The secondary color use is very basic, by enabling it, it just add the secondary color at blend stage. But it doesn't work. And I really need it.

So maybe I missed something? Maybe something else must be set? On RV200 just calling `W3D_SetState(context, W3D_SPECULAR, W3D_ENABLE);` is enough, but maybe something else must be done on SI? Maybe playing with texparameters, texenv?

If it not yet implemented, would it be be very hard to add this "little" (I think?) feature?

I just checked the code, and `W3D_SPECULAR` is implemented. IIRC, multi-texturing allows you to read and use the specular value. Try enabling multitexturing, and set it up to use the specular value.

Hans