
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 2.8 for Warp3D Nova / AmigaOS4 is on my FTP for testers to test now!

- Hotfix: kas1e reported some ugly artefacts at least in one Quake3 level. It looked much like the symptoms of the hasher-bug which got fixed in 2.2. And indeed: turning off the whole hash-optimizations made the bug go away (and Q3 crawl) 😞 But in fact the bug had nothing to do with it and the hashers are just fine 😊

It was "simply" a missing Nova-flush at one point and it wasn't a wrong VBO but a wrong texture being used. Turning off the hashers only made the lib invoke the missing flush elsewhere and so it appeared to fix it...

Fixed. Unfortunately this fix comes with a performance penalty, which is measurable (for some progs more than for others) but not really severe, unless you're running a benchmark.

- version set to 2.8 (16.4.2019)

Cheers,
Daniel