

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Capehill

Date: : 2019/7/10 13:17:46

URL:

@all

Question about gl_FragCoord behaviour: according to [https://www.khronos.org/registry/OpenG ...4/html/gl_FragCoord.xhtml](https://www.khronos.org/registry/OpenG...4/html/gl_FragCoord.xhtml) , the origin is at the lower left corner.

To me it seems that the AmigaOS 4 origin is at the upper-left corner. If I multiply white color by $gl_FragCoord.x/y$ coordinate divided by window w/h , the white gradient is at the lower-right part of the window, instead of the expected upper-right.

Anybody could clarify what is correct behaviour? Demo program available (later).