
Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : Daytona675x

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URL:

@kas1e

That's some new severe bug introduced in Warp3D Nova 1.70. Check it out, with 1.68 it still renders fine. Apparently the reason now is an "if" not working correctly anymore. In case of this shader it's this one:

```
// stop if outside  
...  
if (d < .72+b && p.y > 0.0) ++i;
```

I checked d, b and p.y, they seem to be valid.

Quote:

and that one not related to the other issues we reported.

I'd not be so sure about that. Looking at all those recent bugs the main broken component of Nova seems to be the register allocator which can result in all kinds of funny stuff. I mean, maybe the above "if" is simply comparing the wrong register.