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Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

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URL:

@kas1e

to me this looks like similar issues, I bet it's some register mess up in each case.

Btw.: I played a bit with the previous one.

// original statement which produces pixel garbage here

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

// same semantic variants which work here

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

```
if (d < .72+b) i+=(p.y > 0.0) ? 1 : 0;
```

```
if (p.y > 0.0) i+=(d < .72+b) ? 1 : 0;
```

```
i+=(d < .72+b) ? (p.y > 0.0) ? 1 : 0 : 0;
```