

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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Date: : 2020/8/1 20:46:54

URL:

@kas1e

Thanks!

@Capehill

Definitely sounds like yet another Nova bug. Did you check older (like 1.68) Nova versions? The reason I ask is because IIRC "Spencer" uses FBOs with float texture targets for its shadow effects; this at least worked at some point in the past (at least ≤ 1.68). So maybe this problem is something new? Unfortunately the latest "fixes" in more recent Nova versions increased the register demand even more to levels so high that "Spencer", among much other stuff, doesn't work anymore at all, obviously because of the generally broken register management

Also, because it has a similar smell as that other recent bug, did you disable mipmapping for those textures?

Anyway, please mail me what you got, if possible with src like the last time.