

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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Date: : 2020/8/6 10:32:38

URL:

@Capehill

@kas1e

New ogles2 v3.0 wip version is on my FTP. I further improved the unused variable detector (whopping 185 lines now 😊). As a direct result it now also correctly detects the missing initialization of the int "temp" in [this](#) shader. Until now stuff like that could eventually slip through undetected because I didn't correctly handle certain OpDecorations (in this case RelaxedPrecision).