

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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URL:

@Raziel

No, that's sth. completely different indeed.

Boolean uniforms are just uniform variables of type bool. Those are [not supported](#) by Nova yet, so when you try to use those inside a shader it won't compile.

This here is general support for arrays of uniform variables, like e.g. `uniform float x[10];`

Back in the early days of `ogles2.lib` I had blindly coded support for those, however Nova didn't support them at that time. As it turned out my code was partially buggy. The main problem was that the [introspection](#) system wasn't correct in terms of arrays, which prevented proper use of those.

This has now been fixed and improved.