

Subject: : AmigaOS4

Topic: : Payback on OS4.1 guide

Re: Payback on OS4.1 guide

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URL:

>What happened with Warp3D when it was ported from AOS 3.x to AOS 4.x?

On OS3 it is Warp3D V4

On OS4 it is Warp3D V5

V5 got new functions for drawing stuff mainly the new `W3D_InterleavedArray()` used with old `W3D_DrawArray()` and new `W3D_SetTextureBlend()` for setting all drawing "aspects"

This should theoreyally not be a problem on Amigaish systems (.library upward compatibility)

But it seems that Warp3Dv5 have let down (=not implemented) the old drawing functions

It was (I suppose?!??) based on the fact that new OS4 progs will use MiniGL (that use Warp3D v5) and will not call the old/slow Warp3D V4 functions directly

Also some old Warp3D V4 drivers got an indirect mode (=fast) that is not implemented on OS4

Soooo running a w3d prog compiled for os3 on os4 will make calls to unimplemented functions, causing undetermined drawmodes but also freezes, hardwares locks, or crash...

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(*) see <http://aminet.net/package/driver/video/PatchWarp3D> about this topic