mails

COLLABORATORS

	TITLE : mails		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 7, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

mails

1.1 main

                        3D World Mailing List Archive

              August 1999
              01/08/99 -> 31/08/99

          Compiled by Paul Qureshi (paul@mc68k.demon.co.uk)

              92 mails posted during this period

For more information on the 3D World Mailing List please read the FAQ. It is ←
    available at various sites:

Aminet: docs/misc/3DWorldFAQ.lha
www.mc68k.demon.co.uk/faq
The 3D World ML, monthly post

          Blitz Engine
           Paul Qureshi <paul@mc68k.demon.co.uk>

          rounding of values
           Markus Poellmann <poellman@informatik.tu-muenchen.de>

          Re: WoA anyone ?
           DJNick <djnick@ptt.yu>

          VooDoo2 & Banshee
           Pavel Narozny <Troda@cbnet.cz>

          OT [END] French guy who know Jamie
           Pavel Narozny <Troda@cbnet.cz>

          Re: Re: VooDoo2 and reality ... and alan =)
           "Emmanuel Henne" <emmanuel@arcormail.de>

          Re: Re: WoA anyone ?
           "Emmanuel Henne" <emmanuel@arcormail.de>

Re: Re: Problem [..] w/Egcs
 "Malek Bengougam" <malek_b@hotmail.com>

Re: Re: VooDoo2 and reality ... and alan =)
 "Emmanuel Henne" <emmanuel@arcormail.de>

Re: OpenGL things
 "Nathan J. Young" <nathan.young@bigfoot.com>

VooDoo2 & Banshee
 Pavel Narozny <Troda@cbnet.cz>

Re: VooDoo2 and reality ... and alan =)
 Paul Qureshi <paul@mc68k.demon.co.uk>

NeonBars plugin& Virge
 Kisa <kisa@loveable.com>

Re: NeonBars plugin& Virge
 Alan Lee Maurice Buxey <alanb@ftfir.mols.susx.ac.uk>

Re: NeonBars plugin& Virge
 Kisa <kisa@loveable.com>

Re: OpenGL things
 Alan Lee Maurice Buxey <alanb@ftfir.mols.susx.ac.uk>

Re: NeonBars plugin& Virge
 Thomas Frieden <tfrieden@uni-trier.de>

Re: NeonBars plugin& Virge
 DJNick <djnick@ptt.yu>

Re: NeonBars plugin& Virge
 Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>

NeonBars plugin& Virge
 Kisa <kisa@loveable.com>

Permedia2 chip OK?
 Lars Nygard <rbs951q@tninet.se>

Re: OT [END] French guy who know Jamie
 "Malek Bengougam" <malek_b@hotmail.com>

Re: NeonBars plugin& Virge
 Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>

'new' 3D-link
 Schulze_Michael@t-online.de (Michael Schulze)

Re: Permedia2 chip OK?
 Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>

Re: confuddlement
 Hans-Joerg Frieden <hfrieden@uni-trier.de>

confuddlement
 Steven Dobbs <steven.dobbs@cableinet.co.uk>

Re: 'new' 3D-link
 Paul Qureshi <paul@mc68k.demon.co.uk>

Re: Zip
 Paul Qureshi <paul@mc68k.demon.co.uk>

Quietness.. and other stuff
 "Sealey, M." <mws2@leicester.ac.uk>

Re: confuddlement
 "Nathan J. Young" <nathan.young@bigfoot.com>

Re: 'new' 3D-link
 Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>

Re: rounding of values
 Wolfgang Krause <wkrause@vossnet.de>

Re: Warp3D Hockey Simulator
 Heiko Bobrich <bob@swin.de>

RE: rounding of values
 "Sealey, M." <mws2@leicester.ac.uk>

Re: Re: rounding of values
 Joe Sera <joesera@liii.com>

RE: rounding of values
 "Sealey, M." <mws2@leicester.ac.uk>

Re: rounding of values
 Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>

RE: rounding of values
 Thomas Frieden <tfrieden@uni-trier.de>

Re: open gl
 Thomas Frieden <tfrieden@uni-trier.de>

open gl
 Heiko Bobrich <bob@swin.de>

Re: Re: rounding of values
 Hans-Joerg Frieden <hfrieden@uni-trier.de>

Re: Re: rounding of values
 Hans-Joerg Frieden <hfrieden@uni-trier.de>

Re: Rounding of values on 060
 Hans-Joerg Frieden <hfrieden@uni-trier.de>

Re: Re: open gl
 Hans-Joerg Frieden <hfrieden@uni-trier.de>

```
            Re: open gl
             Heiko Bobrich <bob@swin.de>

Rounding of values on 060
 Pavel Narozny <Troda@cbnet.cz>

            Re: open gl
             Schulze_Michael@t-online.de (Michael Schulze)

            Re: open gl
             Thomas Jensen <dm98411@edb.tietgen.dk>

Rounding of values on 060
 Pavel Narozny <Troda@cbnet.cz>

            RE: Re: open gl
             "Sealey, M." <mws2@leicester.ac.uk>

mailto:3dworld-list@haage-partner.com
 steidley@iland.net (David Steidley)

            Re: mailto:3dworld-list@haage-partner.com
             Thomas Frieden <tfrieden@uni-trier.de>

            Re: Rounding of values on 060
             Hans-Joerg Frieden <hfrieden@uni-trier.de>

            Re: Rounding on 060 & so on =)
             "Emmanuel Henne" <emmanuel@arcormail.de>

Rounding on 060 & so on =)
 Pavel Narozny <Troda@cbnet.cz>

            Re: Rounding on 060 & so on =)
             Hans-Joerg Frieden <hfrieden@uni-trier.de>

Tex mapping query
 Tim Hanson <msinister@connectfree.co.uk>

            Re: Tex mapping query
             Hans-Joerg Frieden <hfrieden@uni-trier.de>

            Re: Tex mapping query
             Tim Hanson <msinister@connectfree.co.uk>

            Re: Tex mapping query
             Tim Hanson <msinister@connectfree.co.uk>

            Re: Tex mapping query
             Daniel Bindel <d_bindel@gmx.net>

            Re: Re: Tex mapping query
             Hans-Joerg Frieden <hfrieden@uni-trier.de>

general opengl question
 Steven Dobbs <steven.dobbs@cableinet.co.uk>
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                    Re: Re: rounding of values
                     Sam Jordan <sam_jordan@spin.ch>

                    Re: Re: rounding of values
                     Sam Jordan <sam_jordan@spin.ch>

                    Hexen & Doom & W3D
                     Pavel Narozny <Troda@cbnet.cz>

                    Re: Hexen and Doom for Warp3D
                     Schulze_Michael@t-online.de (Michael Schulze)

                    Missing Colors
                     Stefan Schulze <stefan@dreamworlds.de>

                    Re: Missing Colors
                     Sam Jordan <sam_jordan@spin.ch>

                    Re: Missing Colors
                     Stefan Schulze <stefan@dreamworlds.de>

                    Re: Missing Colors
                     Hans-Joerg Frieden <hfrieden@uni-trier.de>

                    Hexen and Doom for Warp3D
                     Daniele Mastrangeli <clfelli@tin.it> (by way of Mailmaster < ←
                         mailmaster@haage-partner.com>)
```

1.2 07885.001

```
Subject: Blitz Engine
From: Paul Qureshi <paul@mc68k.demon.co.uk>
Date: Mon, 02 Aug 1999 21:09:53 +0000

The source to the Blitz Engine 1.0 is available at
http://www.gameznet.com/acidreign/.

It features a number of things (BSP trees, portal rendering, s-buffers)
and is intended for people to study (it's not heavily optimised).

Paul
--
+---------------------------------------------+
|      Paul Qureshi - paul@mc68k.demon.co.uk  |
| Amiga 3D Graphics - www.mc68k.demon.co.uk   |
|       Amiga Coder - Asm/C/Blitz             |
|             Intel - Outside                 |
+---------------------------------------------+
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1.3 07901.003

Subject: rounding of values
From: Markus Poellmann <poellman@informatik.tu-muenchen.de>
Date: Fri, 20 Aug 1999 13:00:00 +0200 (MET DST)

Hello!

Can I expect, that all pixel-coordinates are rounded the same way on all HWs?

e.g. that a x-coordinate of 125.8 will be rounded down to 125 on Virge and Permedia and Voodoo...

Markus

1.4   07884.002

Subject: Re: WoA anyone ?
From: DJNick <djnick@ptt.yu>
Date: Tue, 03 Aug 1999 01:26:56 +0100

Hello Hans-Joerg

On 27-Jul-99, Hans-Joerg Frieden wrote:
> On Mon, 26 Jul 1999, DJNick wrote:
>
>> Write more comments. I'd like to hear more...
>
> "more comments"... SCNR :)

Thanx! Was interesting to read :) And what "SCNR" means?

Regards
--
<tsb>D.J.Nick | D-Tronic, Sindjeliceva 11/8, 14000 Valjevo, Serbia (YU)
<tsb>Tel: +381 (0) 14 223 655 Email: DJNick@ptt.yu ICQ: 13794052
<tsb>
<tsb>Amiga1200T PPC 603e on 200MHZ 040/25, BlizzardVision 8MB gfx card
<tsb>50MB; 2.1 & 1.1GB HDs; Sony 12X CDRom; 33.6 Modem; PowerFlyer
<tsb>17" DTK; MIDI; GVP Dss 8+; HP 6L printer & 3Button mouse

1.5   07884.006

Subject: VooDoo2 & Banshee
From: Pavel Narozny <Troda@cbnet.cz>
Date: Tue, 03 Aug 1999 19:16:57 +0100

...
> Comparing card 1 in system A with card 2 in system B is pointless.
> Results are only comparable when only one parameter (read: card) is
> changed with the remains kept the same.

Ofcourse, but diference betwen PII and Celeron at nearly same clock is
ninimal, at least for uncached operations, so then...
And 3D performace is MAINLY bassed at massive FillRate, what VooDoo2
have and Banshee NOT.

>> For me are important get info abotu Bansheed from Klaus, so.
>> I still can't recong if he say 1.5x VooDoo or 1.5x VooDoo2... so.

> I wrote that Voodoo3 is kind of "Banshee 1.5" in a way that i has a
> second texture unit and higher clock-spes but the remaining stuff is
> unchanged (16BPP, 256x256 textures, 16MB, ...).

Yenah, thanks for info again, Klaus!
(and my opinion are that 256*256 is enought big and 16bit (at least
THAT 16bit WHAT come from VooDoo2/3 are quite enought - at least for me,
especialy when speed is breathless....)

Only that are weird for me, that i can't recongize this well-known UGLY
as HELL dither from ViRGE and his 15bit modes.
16 bit are one more bit per gun only, so then that can't make enought
(?) colors at least...

And ideas?

Rendered image looking still undithered, even in 640*480 -> good visible
if dithered or not.

Anyone know why ViRGE render is ugly compared to this?
(hope hope that 24bit ViRGE render solve this =)

> Please quote me correctly, I don't think I compared Banshee to Voodoo2.

Yes, sorry. I don't remembering correctly, if you re-read my mail again,
you will recongize that i'm never been sure what you are comparing to
Banshee...

At last, for me is Banshee a BIG disapointment anyway.

See ya!

Pavel Narozny, Troda of PEGAS, troda@cbnet.cz

"Intel inside, idiot outside."

1.6 07884.005

Subject: OT [END] French guy who know Jamie
From: Pavel Narozny <Troda@cbnet.cz>
Date: Tue, 03 Aug 1999 19:03:03 +0100

...
> [BEGIN FRENCH & SORRY FOR THAT]
> Alain, si tu as besoin d'aide tu peux me mailer sans probleme, reponse
> assuree ;)

> voila.
> [END]

Heh, that make my remember that there are on list one guy, who know
Jamie... Should he answer that mail to me, please...?

See ya!

Pavel Narozny, Troda of PEGAS, troda@cbnet.cz

"Intel inside, idiot outside."

1.7 07884.003

Subject: Re: Re: VooDoo2 and reality ... and alan =)
From: "Emmanuel Henne" <emmanuel@arcormail.de>
Date: Tue, 3 Aug 1999 10:47:43 +0200

>>> 1) please stop this cross computer advocacy!
>
>> Telling facts only, boy, calm down.
>
>Read the FAQ. It explains why this kind of posting is pointless. And to
>be quite honest Pavel, only you seem to care. I think most of us are
>interested in end results, not numbers.
>
>> And pls not again into penises, thats nothing with 3D after all =)
>
>Nore are FPS scores, the FAQ says that they are not welcome here and as
>no-one else has complained about that statement I assume everyone else
>supports it. Is this correct?

Nope.Some things are simply not worth commenting.

Bye,
Emmanuel

1.8 07884.004

Subject: Re: Re: WoA anyone ?
From: "Emmanuel Henne" <emmanuel@arcormail.de>
Date: Tue, 3 Aug 1999 10:48:20 +0200

>Hello Hans-Joerg
>
>On 27-Jul-99, Hans-Joerg Frieden wrote:
>> On Mon, 26 Jul 1999, DJNick wrote:
>>
>>> Write more comments. I'd like to hear more...
>>
>> "more comments"... SCNR :)
>

>Thanx! Was interesting to read :) And what "SCNR" means?

"Sorry, could not resist"

Bye,
Emmanuel

1.9   07885.007

Subject: Re: VooDoo2 and reality ... and alan =)
From: Paul Qureshi <paul@mc68k.demon.co.uk>
Date: Tue, 03 Aug 1999 19:33:11 +0000

On 03-Aug-99, Emmanuel Henne wrote:

>> Nore are FPS scores, the FAQ says that they are not welcome here and
>> as no-one else has complained about that statement I assume everyone
>> else supports it. Is this correct?

> Nope.Some things are simply not worth commenting.

Sorry, could you please elaborate. I didn't quite understand what you
meant by that. If people don't like the FAQ, please tell me. If you
don't agree with it, I can change it. I just want to make sure everyone
knows where they stand.

Regards,
Paul
--
+---+
| Paul Qureshi - paul@mc68k.demon.co.uk |
| Amiga 3D Graphics - www.mc68k.demon.co.uk |
| Amiga Coder - Asm/C/Blitz |
| Intel - Outside |
+---+

1.10   07885.009

Subject: Re: VooDoo2 & Banshee
From: Paul Qureshi <paul@mc68k.demon.co.uk>
Date: Tue, 03 Aug 1999 19:37:06 +0000

On 03-Aug-99, Pavel Narozny wrote:

>> Please quote me correctly, I don't think I compared Banshee to
>> Voodoo2.

> Yes, sorry. I don't remembering correctly

SCNR :)

[drum roll and huge fanfare]

Well, that's why you need the super-duper fantastico 3D World ML
Archives, a complete collection of all mails to this list! Whats more,
it's FREE, so you /can't/ afford to be without it!

Err, yes, well, it's on Aminet at docs/misc/3DWorldArc-0799.lha, it
should appear in a couple of days.

Regards,
Paul
--
+--+
| Paul Qureshi - paul@mc68k.demon.co.uk |
| Amiga 3D Graphics - www.mc68k.demon.co.uk |
| Amiga Coder - Asm/C/Blitz |
| Intel - Outside |
+--+

1.11   07885.003

Subject: Re: RE: Problem [..] w/Egcs
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Tue, 3 Aug 1999 21:05:44 +0200 (MEST)

On Mon, 2 Aug 1999, THELLIER Alain BRX/FTRSI wrote:

> 2) It will be good to have thing like cybergraphics.h
> in the warp3d dev archive as it is NOT in NDK3.1

You should get the CyberGraphX SDK for this. The files from this SDK are
restricted in so far that they only may be distributed as a whole, thus it
is impossible to include it directly.

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.12   07885.004

Subject: Re: Re: VooDoo2 and reality ... and alan =)
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Tue, 3 Aug 1999 21:09:20 +0200 (MEST)

On Sat, 31 Jul 1999, Paul Qureshi wrote:

> Nore are FPS scores, the FAQ says that they are not welcome here and as
> no-one else has complained about that statement I assume everyone else

> supports it. Is this correct?

Absolutely. For all those number crunchers, read the article in the recent
german c't (sorry, that is if you can read german), where they have a
quite interesting article about 3D performence and if this is really
needed...

Regards, Hans-Joerg.

```
--
Hans-Joerg Frieden                   | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software       | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/      |
```

1.13   07885.005

Subject: Re: Re: WoA anyone ?
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Tue, 3 Aug 1999 21:10:19 +0200 (MEST)

On Tue, 3 Aug 1999, DJNick wrote:

> Hello Hans-Joerg
>
> On 27-Jul-99, Hans-Joerg Frieden wrote:
> > On Mon, 26 Jul 1999, DJNick wrote:
> >
> >> Write more comments. I'd like to hear more...
> >
> > "more comments"... SCNR :)
>
> Thanx! Was interesting to read :) And what "SCNR" means?

I thought so :)

"SCRN" means (S)orry (C)ould (N)ot (R)esist... :)

Regards, Hans-Joerg.

```
--
Hans-Joerg Frieden                   | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software       | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/      |
```

1.14   07885.006

Subject: Re: VooDoo2 & Banshee
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Tue, 3 Aug 1999 21:15:10 +0200 (MEST)

On Tue, 3 Aug 1999, Pavel Narozny wrote:

> Ofcourse, but diference betwen PII and Celeron at nearly same clock is
> ninimal, at least for uncached operations, so then...
> And 3D performace is MAINLY bassed at massive FillRate, what VooDoo2
> have and Banshee NOT.

I don't see what PII and Celeron have to do with the Amiga. Jim Collas
said on multiple oocasions that x86 is out of consideration.

About the voodoo/Banshee stuff, they removed one of the texture pipelines
from the Banshee to fit the 2D part on the die, and Quake2 depends heavily
on multitexturing (believe me, we're porting Heretic II, which is based on
the Q2 engine. And no, I won't tell anything more about this, it's
NDA'ed).

And I think that's enough of this. If you want to read something really
interesting, read the BitBoys announcement about the Glaze3D 1200 and 2400
– 240 Millions of pixels fill rate, that's 600 1024x768 screens per
second! And best of all, it has the DRAM on the die...

Unbelievable...

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.15   07885.008

Subject: Glaze3D Cards
From: "Stefan Falk" <syke@amigaextreme.com>
Date: Tue, 3 Aug 1999 21:35:55 +0200

Hi,
just wondering if you saw the pressrelease from BitBoys Oy about their Glaze3D ←
    cards, if you haven't check www.glaze3d.com or www.amigaextreme.com for a ←
    direct link to the article...

//Stefan "Syke" Falk – www.amigaextreme.com

1.16   07885.010

Subject: Re: Glaze3D Cards
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Tue, 3 Aug 1999 22:34:00 +0200 (MEST)

On Tue, 3 Aug 1999, Stefan Falk wrote:

> Hi,
> just wondering if you saw the pressrelease from BitBoys Oy about their Glaze3D ↩
    cards, if you haven't check www.glaze3d.com or www.amigaextreme.com for a ↩
    direct link to the article...

Yes, I have. That's one impressive piece of hardware... I was wondering if
we can convince Jim Collas to ditch ATI :)

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.17 07889.001

Subject: OT [END] French guy who know Jamie
From: Pavel Narozny <Troda@cbnet.cz>
Date: Tue, 03 Aug 1999 19:03:03 +0100

...
> [BEGIN FRENCH & SORRY FOR THAT]
> Alain, si tu as besoin d'aide tu peux me mailer sans probleme, reponse
> assuree ;)
> voila.
> [END]

Heh, that make my remember that there are on list one guy, who know
Jamie... Should he answer that mail to me, please...?

See ya!

Pavel Narozny, Troda of PEGAS, troda@cbnet.cz

"Intel inside, idiot outside."

1.18 07885.011

Subject: Re: Glaze3D Cards
From: Marco Saupe <msaupe@saale-net.de>
Date: Wed, 04 Aug 1999 00:28:07 +0200

Hello Hans-Joerg

The subject is "Re: [3DWorld] Glaze3D Cards" and you wrote:

> Yes, I have. That's one impressive piece of hardware... I was wondering if
> we can convince Jim Collas to ditch ATI :)

a) The dev. team said in csam that they look on other chips, just in
   case ATI doesn't deliver on time
b) All Amiga-NG have PCI so you can put it in later
c) Maybe they have something better ;)

Bye!
--
- Marco Saupe - Team *AMIGA* - http://www.saale-net.de/homepages/m.saupe -
------ msaupe@saale-net.de --- Marco.Saupe@in.stud.tu-ilmenau.de -------
--- AMIGA 1200T PPC 603/200 BVISION ------ Amiga Zentrum Thueringen ----

Why doesn't DOS ever say 'EXCELLENT command or filename!'

1.19   07885.017

Subject: Re: Problem [..] w/Egcs
From: Sebastian Jedruszkiewicz <bjsebo@jota.tuniv.szczecin.pl>
Date: Wed, 04 Aug 1999 13:07:24 +0100

Hello Malek

On 04-Aug-99, Malek Bengougam wrote:
> Hi all,
>
> You thought it was the end...it's not :(Now, I'm pretty sure my
> ade-includes directories are clean & up-to-date. I tried including PowerUP
> stuffs which leads me to this problem:
>
> Call to 68k-OS functions are done through the macro LP1NR. The problem is
> this macro calls functions through the ppc.library function
> PPCCallOS...now you see what's wrong.
> As I knew there are similar macros for WarpUP, I looked over
> warpup_macros.h but the macro name is PPCLP1NR and have fewer parameters
> than LP1NR !!
>
> I looked at every include-files in both WarpUp & PowerUp dev-archives & I
> didn't find something that'll feet my needs...
>
> For the last time (I hope) please help me !! I nearly loosed one week of
> programming just to solve those problems...

You need the new ppcinline/macros.h file. It contains macros for powerup,
and warpup. I bet it is on paladins page. If you want I can send it to you..

Regards
 Sebastian

--

Total Vision - Be Inspired

1.20   07886.003

Subject: Re: Re: VooDoo2 and reality ... and alan =)
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Wed, 4 Aug 1999 21:06:33 +0200 (MEST)

On Tue, 3 Aug 1999, Paul Qureshi wrote:

> On 03-Aug-99, Emmanuel Henne wrote:
> > Nope.Some things are simply not worth commenting.
>
> Sorry, could you please elaborate. I didn't quite understand what you
> meant by that. If people don't like the FAQ, please tell me. If you
> don't agree with it, I can change it. I just want to make sure everyone
> knows where they stand.

Seems you had a misunderstanding here...

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.21   07886.004

Subject: Re: Re: VooDoo2 & Banshee
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Wed, 4 Aug 1999 21:07:18 +0200 (MEST)

On Tue, 3 Aug 1999, Paul Qureshi wrote:
> Err, yes, well, it's on Aminet at docs/misc/3DWorldArc-0799.lha, it
> should appear in a couple of days.

Again, Thank you Paul. You are doing good work!

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.22   07885.013

Subject: Re: Glaze3D Cards
From: tri_d@arkon.capella.de (Klaus Burkert 3D)
Date: Wed, 04 Aug 1999 03:45:31 +0100

> just wondering if you saw the pressrelease from BitBoys Oy about their
> Glaze3D cards, if you haven't check www.glaze3d.com or www.amigaextreme.com
> for a direct link to the article...

Hopefully they have better luck this time.

Some years ago (early '97?), they had the "Pyramid" product which was
supposed to be manufactured and sold be TriTech.
It was a very nice and well competing with the Voodoo1 at that time
on a technical level (24 BPP rendereing, bumpmapping, ..) but they
didn't get enough design-wins and dropped the product shortly before
it was to be introduced into the mainstream.
In fact VT was positivly evaluating the Pyramid for the Mac 3D-Overdrive
solution but as they dropped out we went with Voodoo1.

Bitboys is a design ompanby, the design ASIC cores and sell them to
interested companies who actually build and market the chips (at least
they did so in the past).
I wish them a better hand in selecting their partners this time.

Ciao, Klaus.

Disclaimer: These are my private opinions and do not necessarily represent
            those of my employer. Furthermore my statements are NOT to be
            regarded as official statements or guarantees of my employer.

1.23   07885.012

Subject: Re: VooDoo2 & Banshee
From: tri_d@arkon.capella.de (Klaus Burkert 3D)
Date: Wed, 04 Aug 1999 03:39:52 +0100

> And 3D performace is MAINLY bassed at massive FillRate, what VooDoo2
> have and Banshee NOT.

Voodoo2 has seperate frame- (front/back/depth-buffer) and texture-memory,
each 64 bit wide EDO-RAMs running of about 25ns access time.
If I remember correctly both achieved about 500-600MB/s bandwith.
Banshee has 128 bit 100+ MHz SD/SGRAM giving a bandwidth of about 1.6GB/s.

Voodoo2 wins in case of multi-texturing due to its two texture-engines
with own RAM each. For single textured stuff Voodoo2 has no advantage
and in fact banshee even was faster in some tests, mostly they came out
almost the same.
Voodoo3 raised the clocks and re-added the 2nd texture-unit.

> Only that are weird for me, that i can't recongize this well-known UGLY
> as HELL dither from ViRGE and his 15bit modes.
> 16 bit are one more bit per gun only, so then that can't make enought
> (?) colors at least...

Maybe the dither-algirithms used by 3Dfx are of better quality?
The Voodoo1/2 cards play another trick, the "anti-alias" the dithered 565
pixels to a somewhat 888 stream by interpolating within the gamma-correction
stage and transfer a real 888 stream to the external DAC.

This way the dithering is nearly unnoticeable.

Ciao, Klaus.

Disclaimer: These are my private opinions and do not necessarily represent
            those of my employer. Furthermore my statements are NOT to be
            regarded as official statements or guarantees of my employer.

1.24   07885.014

Subject: Re: RE: Problem [..] w/Egcs
From: "Malek Bengougam" <malek_b@hotmail.com>
Date: Wed, 04 Aug 1999 08:28:58 GMT

Hi all,

You thought it was the end...it's not :(
Now, I'm pretty sure my ade-includes directories are clean & up-to-date. I
tried including PowerUP stuffs which leads me to this problem:

Call to 68k-OS functions are done through the macro LP1NR. The problem is
this macro calls functions through the ppc.library function PPCCallOS...now
you see what's wrong.
As I knew there are similar macros for WarpUP, I looked over warpup_macros.h
but the macro name is PPCLP1NR and have fewer parameters than LP1NR !!

I looked at every include-files in both WarpUp & PowerUp dev-archives & I
didn't find something that'll feet my needs...

For the last time (I hope) please help me !! I nearly loosed one week of
programming just to solve those problems...

thank you,
bye.
Malek

_____
Get Your Private, Free Email at http://www.hotmail.com

1.25   07885.015

Subject: Re: Re: Glaze3D Cards
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Wed, 04 Aug 1999 13:17:28 +0200

Marco Saupe wrote:
> a) The dev. team said in csam that they look on other chips, just in
>   case ATI doesn't deliver on time

I doubt that the Glaze will be available in time. They said something about
1Q2000, and that's quite a tight schedule for AI then.

> b) All Amiga-NG have PCI so you can put it in later

Yup.

> c) Maybe they have something better ;)

Yes, I was hoping for that too. But it will be hard to beat the Glaze3D,
especially since it is fully OpenGL 1.2 compliant, and that includes 3D
Texturing...

Unless the Bitboys overlooked this. I don't know of any other chip that does 3D
texturing... Would be a great thing, though, because you could do volumetric
shadows with it...

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.26   07885.016

Subject: Re: Glaze3D Cards
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Wed, 04 Aug 1999 13:21:51 +0200

Klaus Burkert 3D wrote:
> Some years ago (early '97?), they had the "Pyramid" product which was
> supposed to be manufactured and sold be TriTech.

Yes, I remember the Pyramid. It had an impressive feature list, and like the
Glaze3D was ahead of its time. I think it had limited support for curved
surfaces, but I might be mistaken here...

> In fact VT was positivly evaluating the Pyramid for the Mac 3D-Overdrive
> solution but as they dropped out we went with Voodoo1.

Too bad...

> Bitboys is a design ompanby, the design ASIC cores and sell them to
> interested companies who actually build and market the chips (at least
> they did so in the past).

I guess the big players in this buisness take a dim look at them. I would like
to know who is going to manufacture those boards, and how much they will
cost...

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)

Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.27   07886.002

Subject: OpenGL things
From: Alan Lee Maurice Buxey <alanb@ftfir.mols.susx.ac.uk>
Date: Thu, 5 Aug 1999 10:02:42 +0000 (GMT)

hi,

Are there any nice resources on the Internet that hodl basic OpenGL demos
that are straight-forward to compile for the Amiga (perhaps only needing the
AmigaOS specific stuff liek screenmode req.) ?

alan

1.28   07886.005

Subject: Re: Re: Problem [..] w/Egcs
From: "Malek Bengougam" <malek_b@hotmail.com>
Date: Thu, 05 Aug 1999 07:49:19 GMT

Hi Sebastian,

>Hello Malek
>
>You need the new ppcinline/macros.h file. It contains macros for powerup,

Thanks, my problems are solved now :)

>and warpup. I bet it is on paladins page. If you want I can send it to
>you..

Woah, Peter though of everything, great ;)

Coming soon on a screen near U a 3DGameDev package & Warp3DDemos ;)

bye.
Malek

──
Get Your Private, Free Email at http://www.hotmail.com

1.29   07886.001

Subject: Re: Re: VooDoo2 and reality ... and alan =)
From: "Emmanuel Henne" <emmanuel@arcormail.de>
Date: Thu, 5 Aug 1999 10:51:10 +0200

Hi,

>>> Nore are FPS scores, the FAQ says that they are not welcome here and
>>> as no-one else has complained about that statement I assume everyone
>>> else supports it. Is this correct?
>
>> Nope.Some things are simply not worth commenting.
>
>Sorry, could you please elaborate. I didn't quite understand what you
>meant by that. If people don't like the FAQ, please tell me. If you
>don't agree with it, I can change it. I just want to make sure everyone
>knows where they stand.

Sorry, Paul, my statement was OF COURSE not aimed at the FAQ, You did an
excellent
job with it, thanks !

It was rather "Nope, I dont support any FPS-comparisons with Celerons,
Banshees or
whatever on this mailinglist, so I dont comment on these things because
I couldnt care less about Celerons, Banshees, whatever, and so it is not
worth commenting",
so actually I was supporting Your statement that these things dont belong
here :)
Sorry for causing confusion.

Bye,
Emmanuel

1.30   07886.006

Subject: Re: OpenGL things
From: "Nathan J. Young" <nathan.young@bigfoot.com>
Date: Thu, 05 Aug 1999 16:48:51 +0100

Hi Alan

You wrote:

> hi,
>
> Are there any nice resources on the Internet that hodl basic OpenGL demos
> that are straight-forward to compile for the Amiga (perhaps only needing
the
> AmigaOS specific stuff liek screenmode req.) ?
>
> alan
>

Yes! For general information about OpenGL visit either http://www.opengl.org
or http://www.mesa3d.org. Mesa is basicly a free source code compatible
version of OpenGL. It is available for the Amiga aswell! Visit Haage &
Partner's site (http://www.haage-partner.com) and download the StormMesa

development kit and the example source code.

Regards
Nathan

1.31   07886.007

Subject: VooDoo2 & Banshee
From: Pavel Narozny <Troda@cbnet.cz>
Date: Thu, 05 Aug 1999 18:29:19 +0100

...
>> And 3D performace is MAINLY bassed at massive FillRate, what VooDoo2
>> have and Banshee NOT.

> Voodoo2 has seperate frame- (front/back/depth-buffer) and texture-memory,
> each 64 bit wide EDO-RAMs running of about 25ns access time.
> If I remember correctly both achieved about 500-600MB/s bandwith.
> Banshee has 128 bit 100+ MHz SD/SGRAM giving a bandwidth of about 1.6GB/s.

Blah! VooDoo2 is still faster =8-)

> Voodoo2 wins in case of multi-texturing due to its two texture-engines
> with own RAM each. For single textured stuff Voodoo2 has no advantage

Logical... Banshee cut 2nd texturing unit for his 2d part, so...

> Voodoo3 raised the clocks and re-added the 2nd texture-unit.

Hopefully. Maybe four or eight texture units we see soon =)))

[dither]

> Maybe the dither-algirithms used by 3Dfx are of better quality?

Sure. Thanks for explaining all. No matter that VooDooX are in HW look a bit
obsolete (16bit, 256x256 textures only), is unbeliable fast and we need
something like that.

What fast are your implemnetation on VooDoo1 for Amiga?
Again dither will be nearly unnoticable?
And how much times will be texturing slower that on VooDoo2...?

See ya!

Pavel Narozny, Troda of PEGAS, troda@cbnet.cz

"Intel inside, idiot outside."

1.32   07887.001

Subject: Re: VooDoo2 and reality ... and alan =)
From: Paul Qureshi <paul@mc68k.demon.co.uk>
Date: Thu, 05 Aug 1999 19:50:04 +0000

On 05-Aug-99, Emmanuel Henne wrote:

>>> Nope.Some things are simply not worth commenting.

>> Sorry, could you please elaborate. I didn't quite understand what you
>> meant by that. If people don't like the FAQ, please tell me. If you
>> don't agree with it, I can change it. I just want to make sure
>> everyone knows where they stand.

> It was rather "Nope, I dont support any FPS-comparisons with Celerons,
> Banshees or
> whatever on this mailinglist, so I dont comment on these things
> because I couldnt care less about Celerons, Banshees, whatever, and so
> it is not worth commenting",
> so actually I was supporting Your statement that these things dont
> belong here :)
> Sorry for causing confusion.

No problem! I am glad we sorted that. The reaction to the FAQ seems
good, but it can always be improved so please let me know if there is
anything else I should add.

Thanks,
Paul
--
+---+
| Paul Qureshi - paul@mc68k.demon.co.uk |
| Amiga 3D Graphics - www.mc68k.demon.co.uk |
| Amiga Coder - Asm/C/Blitz |
| Intel - Outside |
+---+

1.33   07887.002

Subject: NeonBars plugin& Virge
From: Kisa <kisa@loveable.com>
Date: 06 Aug 99 02:44:43 +0300

--->Hello!!

I'm sorry, may the question I'm gonna ask is already discussed here, but I'm
new in this list andwould like to know if somebody an help me.
So the problem is that I can't make to work NeonBars 1.2 plugin for AmAMP on
my graphix card CyberVision3D. I have a friend with the same hardware config
like me, but with BVision instead. And it works perfect there - runs quick and
turns smooth as it must be. We use the same Warp3D 2,0 versions (with updates).
On my comp this plugin won't work right - its turns too slow, isn't smooth at all
and the left front corner of the platform is always wrapped and broken =(And
as a reasult anyliser itself becomes useless. I tryed to set various Warpd3D
variables - but it doesnt' help. Since everything is fine on the BVision I

suppose there is something wrong with Warp3D Virge driver ? On the other hand,
I don't have problems with other Warp3D applications. Anyway , I decided to
write here because author says that he don't know why it happens coz it compile
this plugin using standart Warp3D developers kit. I hope anybody in this list
can suggest something to me or probably I found a bug in the Virge driver ?

Anyway, thank you very much for your attention!

Kind regards,
Kisa
--
WWW: http://fly.to/MiG-45 | A1200 603e/175Mhz/68040/25 Mhz, 32 Mb RAM,
IRC: _KiSA_ or MiG-45 | CyberVision 3D 4Megz (ZII mode),
FTP: kisa.penguinpowered.com | HD: 4,3 Gb, 24x Speed CD-ROM
ICQ: 9766410 | Panasync/Pro P50 15" , USRobotics x2, v90

1.34   07887.005

Subject: Re: NeonBars plugin& Virge
From: Alan Lee Maurice Buxey <alanb@ftfir.mols.susx.ac.uk>
Date: Fri, 6 Aug 1999 11:17:59 +0000 (GMT)

hi,

> On my comp this plugin won't work right - its turns too slow, isn't smooth at ←
   all
> and the left front corner of the platform is always wrapped and broken =(And
> as a reasult anyliser itself becomes useless. I tryed to set various Warpd3D
> variables - but it doesnt' help. Since everything is fine on the BVision I
> suppose there is something wrong with Warp3D Virge driver ? On the other hand,
> I don't have problems with other Warp3D applications. Anyway , I decided to
> write here because author says that he don't know why it happens coz it compile
> this plugin using standart Warp3D developers kit. I hope anybody in this list
> can suggest something to me or probably I found a bug in the Virge driver ?
>
> Anyway, thank you very much for your attention!

strange coincidence, i was playing with my AmigaMP plugins only last night
:-)

what I will ask is what version of cybergfx care you running on your CV3D?
did you completely delete all old Warp3D stuff before installing Warp3D 2.0?

alan

1.35   07888.001

Subject: Re: NeonBars plugin& Virge
From: Kisa <kisa@loveable.com>
Date: 06 Aug 99 21:38:55 +0300

--->
Hello Alan!

>Hi,

>strange coincidence, i was playing with my AmigaMP plugins only last night
>:-)

>what I will ask is what version of cybergfx care you running on your CV3D?
>did you completely delete all old Warp3D stuff before installing Warp3D 2.0?

>alan

I'm using CyberGFX v4 (with update(4.1?)).
What you mean completely delete all old Warp3D ? Yes, I clearn up all warp3D files
in libs:Warp3D/ and libs: - is that enough ? I tryed using Warpd3D for CyberGFX 3
but it was worth - in addition sounds was wrapped, now, after I setit up back to
CyberGFX 4 driver sounds is ok.

So any more suggestions ?

Kisa
--
WWW: http://fly.to/MiG-45 | A1200 603e/175Mhz/68040/25 Mhz, 32 Mb RAM,
IRC: _KiSA_ or MiG-45 | CyberVision 3D 4Megz,
FTP: kisa.penguinpowered.com | HD: 4,3 Gb, 24x Speed CD-ROM
ICQ: 9766410 | Panasync/Pro P50 15" , USRobotics x2, v90

1.36   07887.004

Subject: Re: OpenGL things
From: Alan Lee Maurice Buxey <alanb@ftfir.mols.susx.ac.uk>
Date: Fri, 6 Aug 1999 11:15:49 +0000 (GMT)

hi,

> Yes! For general information about OpenGL visit either http://www.opengl.org
> or http://www.mesa3d.org. Mesa is basicly a free source code compatible
> version of OpenGL. It is available for the Amiga aswell! Visit Haage &
> Partner's site (http://www.haage-partner.com) and download the StormMesa
> development kit and the example source code.

I know of StormMESA and the dev kit ;-)

okay - i'll see what can be trawled up :-)

alan

1.37   07887.003

Subject: Re: NeonBars plugin& Virge
From: Thomas Frieden <tfrieden@uni-trier.de>
Date: Fri, 6 Aug 1999 13:06:37 +0200 (CEST)

Hi,

On 6 Aug 1999, Kisa wrote:
> So the problem is that I can't make to work NeonBars 1.2 plugin for AmAMP on

I too had problems with the plugin until the new version came out. Maybe
you are running a pure 68k version of the plugin/AMP, that could explain
why it's so slow....

I don't think it's a bug in the virge driver. No other program is
suffering from such a considerable slowdown. Maybe something messed up
your Warp3D installation.

Or, maybe it's the combination PPC/CV3D. Has anybody had any experience
with that ?

CU,
--
            Thomas Frieden * Schlossstr. 176 * 54293 Trier
                 Programmer for Hyperion / Shogo team
          http://www.hyperion-software.de

1.38   07892.001

Subject: Re: NeonBars plugin& Virge
From: DJNick <djnick@ptt.yu>
Date: Fri, 06 Aug 1999 23:19:28 +0100

Hello Kisa

> I'm sorry, may the question I'm gonna ask is already discussed here, but I'm
> new in this list andwould like to know if somebody an help me.
> So the problem is that I can't make to work NeonBars 1.2 plugin for AmAMP on
> my graphix card CyberVision3D. I have a friend with the same hardware config

Have u tried to connect (or copy) his HardDisk instead yours and see what'll ←
    happen?

Regards
--
<tsb>D.J.Nick | D-Tronic, Sindjeliceva 11/8, 14000 Valjevo, Serbia (YU)
<tsb>Tel: +381 (0) 14 223 655 Email: DJNick@ptt.yu ICQ: 13794052
<tsb>
<tsb>Amiga1200T PPC 603e on 200MHZ 040/25, BlizzardVision 8MB gfx card
<tsb>50MB; 2.1 & 1.1GB HDs; Sony 12X CDRom; 33.6 Modem; PowerFlyer
<tsb>17" DTK; MIDI; GVP Dss 8+; HP 6L printer & 3Button mouse

1.39   07888.002

Subject: Re: NeonBars plugin& Virge
From: Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>
Date: Sat, 7 Aug 1999 10:10:46 +0000 (GMT)

hi,

> I'm using CyberGFX v4 (with update(4.1?)).
> What you mean completely delete all old Warp3D ? Yes, I clearn up all warp3D ←
    files
> in libs:Warp3D/ and libs: - is that enough ? I tryed using Warpd3D for CyberGFX ←
    3
> but it was worth - in addition sounds was wrapped, now, after I setit up back to
> CyberGFX 4 driver sounds is ok.
>
> So any more suggestions ?

its just this mixture of cgfx 3 or cgfx 4 (4.1 even) on your system that
bothers me here - we've noted such problems before. does the Rave3D neon
plugin work btw? (you can run both of them at once you know...)

alan

1.40   07889.002

Subject: NeonBars plugin& Virge
From: Kisa <kisa@loveable.com>
Date: 07 Aug 99 21:49:32 +0300

--->

>hi,

>its just this mixture of cgfx 3 or cgfx 4 (4.1 even) on your system that
>bothers me here - we've noted such problems before. does the Rave3D neon
>plugin work btw? (you can run both of them at once you know...)

>alan
bte, where I can get Rave3D neon bars ?
and help me please, how I can clearn up my cgx system ?

Kind reagrds,
Kisa

--
WWW: http://fly.to/MiG-45 | A1200 603e/175Mhz/68040/25 Mhz, 32 Mb RAM,
IRC: _KiSA_ or MiG-45 | CyberVision 3D 4Megz,
FTP: kisa.penguinpowered.com | HD: 4,3 Gb, 24x Speed CD-ROM
ICQ: 9766410 | Panasync/Pro P50 15" , USRobotics x2, v90

1.41   07892.003

```
Subject: Permedia2 chip OK?
From: Lars Nygard <rbs951q@tninet.se>
Date: Sun, 08 Aug 1999 19:22:34 +0100
```

Hi,

Is there a way to make sure that the permedia2 chip is working correctly?
=20

Lars Nyg=E5rd - A1200T 603e200MHz, 32M, BVisionPPC
                langard@ebox.tninet.se
              http://user.tninet.se/~rbs951q

1.42   07892.004

```
Subject: Re: OT [END] French guy who know Jamie
From: "Malek Bengougam" <malek_b@hotmail.com>
Date: Mon, 09 Aug 1999 08:30:25 GMT
```

Hi Pavel,

>Heh, that make my remember that there are on list one guy, who know
>Jamie... Should he answer that mail to me, please...?
>
What mail are you talking about ?

bye.
Malek

_____
Get Your Private, Free Email at http://www.hotmail.com

1.43   07892.006

```
Subject: Re: NeonBars plugin& Virge
From: Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>
Date: Mon, 9 Aug 1999 10:35:21 +0000 (GMT)
```

hi,

> bte, where I can get Rave3D neon bars ?

aminet is usually the first place to look - use an ADT client and just
'find' rave3d

> and help me please, how I can clearn up my cgx system ?

look for cgfx stuff in envarc:

look for cgfx stuff in libs:
(and in libs/warp3d)

i'd delete it all and reinstall – thats what i did when Cgfx4.1 came through
the post – Warp3D's worked fine

alan

1.44   07892.007

Subject: 'new' 3D-link
From: Schulze_Michael@t-online.de (Michael Schulze)
Date: Mon, 09 Aug 1999 21:09:34 +0100

Hello,

I got a link, that's probably worth to appear in the FAQ under the among
3D-links:

    cg.cs.tu-berlin.de/~ki/engines.html

This page contains links to hundreds of 3D-engines. Even for the AMIGA!
Hope it's really new for all of you ;)

Regards,

    Micha
--

ON WHAT?   Amiga 1200, 68040/25Mhz+603e/240MHz, BVPPC, 64MB RAM...
FOR WHAT? Raytracing, Trying to learn C and OpenGL, Reading ML's...

    so we ride all doors are open now
    to ride, take the straight way to anywhere

        samael – "being"

1.45   07892.005

Subject: Re: Permedia2 chip OK?
From: Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>
Date: Mon, 9 Aug 1999 10:33:47 +0000 (GMT)

>
> Hi,
>
> Is there a way to make sure that the permedia2 chip is working correctly?

well, if you can view 1280x1074 16bit screenmodes for workbench under
cybergfx, then the chip is working :-)

otherwise, just install Warp3D as well and run the warptest program

if yuo have errors, tell us

alan

1.46   07892.009

```
Subject: Re: confuddlement
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Tue, 10 Aug 1999 13:11:04 +0200 (MEST)
```

On Tue, 10 Aug 1999, Steven Dobbs wrote:

```
> any clues: I was using this code from an example with stormc, but it seemed
> confused about the exit() function.
>
> void mouse(int btn, int state, int x, int y)
> {
>     if (btn==GLUT_RIGHT_BUTTON && state==GLUT_DOWN) exit();
> }
```

It might be a problem that exit() actually wants an integer parameter, the
return value of the program, so there should usually be an exit(0);
instead of a plain exit(). Perhaps this is your problem, otherwise you
would have to specify what you mean with "confused" :)

Which compiler, BTW?

Regards, Hans-Joerg.

```
--
Hans-Joerg Frieden                   | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software       | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/     |
```

1.47   07892.008

```
Subject: confuddlement
From: Steven Dobbs <steven.dobbs@cableinet.co.uk>
Date: Tue, 10 Aug 1999 03:11:02 +0100
```

Hello,

any clues: I was using this code from an example with stormc, but it seemed
confused about the exit() function.

```
void mouse(int btn, int state, int x, int y)
{
    if (btn==GLUT_RIGHT_BUTTON && state==GLUT_DOWN) exit();
}
```

Kind regards
Steven

1.48   07894.002

Subject: Re: 'new' 3D-link
From: Paul Qureshi <paul@mc68k.demon.co.uk>
Date: Wed, 11 Aug 1999 20:39:10 +0000

On 09-Aug-99, Michael Schulze wrote:

> I got a link, that's probably worth to appear in the FAQ under the
> among 3D-links:

>   cg.cs.tu-berlin.de/~ki/engines.html

Thanks, I'll add it soon!

Paul
--
+---+
| Paul Qureshi - paul@mc68k.demon.co.uk |
| Amiga 3D Graphics - www.mc68k.demon.co.uk |
| Amiga Coder - Asm/C/Blitz |
| Intel - Outside |
+---+

1.49   07894.001

Subject: Re: Zip
From: Paul Qureshi <paul@mc68k.demon.co.uk>
Date: Wed, 11 Aug 1999 20:37:31 +0000

On 08-Aug-99, Pavel Narozny wrote:

> Anyone around have Zip scsi internal 250MBy...??? I wold like to
> bought one, but i worry in what way are reached compatibilty with
> older 100MB models, so.

What has this got to do with 3D? Please post stuff like this to the
newsgroups, that is what they are there for.

Paul
--
+---+
| Paul Qureshi - paul@mc68k.demon.co.uk |
| Amiga 3D Graphics - www.mc68k.demon.co.uk |
| Amiga Coder - Asm/C/Blitz |
| Intel - Outside |
+---+

1.50   07894.003

Subject: Quietness.. and other stuff
From: "Sealey, M." <mws2@leicester.ac.uk>
Date: Thu, 12 Aug 1999 17:34:42 +0100

It's a bit quiet here...

I was just wondering if anyone had heard
about that 3rd edition of the OpenGL
Red Book lately.. I'm sure it was supposed
to be out about now (they were looking
for people to design new plates for the
middle section of the book in Feb IIRC..)

--
Matt Sealey mws2@le.ac.uk
Distributed Systems Support
Computer Centre
University of Leicester

1.51   07901.001

Subject: Re: confuddlement
From: "Nathan J. Young" <nathan.young@bigfoot.com>
Date: Wed, 18 Aug 1999 18:43:52 +0100

Hello Steven!

Sometime ago, you wrote:

> Hello,
>
> any clues: I was using this code from an example with stormc, but it
seemed
> confused about the exit() function.
>
> void mouse(int btn, int state, int x, int y)
> {
>   if (btn==GLUT_RIGHT_BUTTON && state==GLUT_DOWN) exit();
> }
>
> Kind regards
> Steven
>

Although it's been over a week since you posted the above message, I thought
I would make the effort!

Make sure stdlib.h has been included (#include <stdlib.h>), as this is where
the prototype for the standard library's exit() function is declared.

Hans-Joerg Frieden is right about exit() expecting an integer parameter. The
value of this parameter is returned to the operating system (it is

interpretted differently depending on which OS you program is running
under).

There are two constants defined in stdlib.h for indicating success and
failure; EXIT_FAILURE and EXIT_SUCCESS. However, StormC does not define
these constants, but the GNU C/C++ compiler does.

So Hans-Joerg Frieden's suggestion of exit(0); is best after all!

ttfn
Nathan

1.52   07901.002

Subject: Re: 'new' 3D-link
From: Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>
Date: Thu, 19 Aug 1999 12:43:02 +0000 (GMT)

hi,

Is the list okay? I havent received emaisl for quite a while now.

alan

1.53   07902.002

Subject: Re: rounding of values
From: Wolfgang Krause <wkrause@vossnet.de>
Date: Fri, 20 Aug 1999 22:11:08 +0100

Hello!

On 20-Aug-99 Thomas Frieden wrote:

> No, don't round the values you pass to Warp3D. You may try, and you'll see
> the difference. Passing integers will result in a loss of sub-pixel
> accuracy.
>
> Unfortunately, you can't be sure that all values are rounded to the same
> integer. I guess you are worried about gaps in the polygons ?

Could you explain, why this is not secured?
Does the rounding happen on the cards?
Does every manufacturer of 3D-chips produce his own rounding routines?
I can't quite imagine why there should be different handlings in rounding floating
point values to integer values.

Regards,
Wolfgang
--
Amiga 1200, BlizzardPPC 603e+ 240 MHz/68040 40 MHz, BVision, 96 MB FastRAM

1.54   07902.001

Subject: Re: Warp3D Hockey Simulator
From: Heiko Bobrich <bob@swin.de>
Date: Fri, 20 Aug 1999 15:23:43 +0100

Hi Leute,

ich bin ziemlich neu hier und wollte eigentlich anfangen open gl zu lerne=
n.
ich w=FCrde gerne mal wissen, ob ich dazu noch eine andere porgrammierspr=
ache
(z.b. c) noch dazu ben=F6tige, oder ob die open gl befehle ausreichen.
ebenfalls w=FCrde ich sehr gerne wissen, ob es irgendein gutes open gl bu=
ch
(am besten in deutsch) gibt.
ich hatte mir das buch "grafikprogrammierung mit opengl" von rainer barth=
,
ekkehard beier und bettina pahnke gekauft.

mit freundlichen gr=FC=DFen
--=20

BoBBi

        ICQ me: 17913549
     e-mail me: bob@swin.de
snail-mail me: pam (please ask me :)
  my homepage: http://www.swin.de/user/bob/

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http://www.tornado3d.com

---AMIGA 1200-Blizzard PPC 240 Mhz/060-BVision-64 MB---

1.55   07901.004

Subject: RE: rounding of values
From: "Sealey, M." <mws2@leicester.ac.uk>
Date: Fri, 20 Aug 1999 12:17:17 +0100

> Markus Poellmann:
> Can I expect, that all pixel-coordinates are rounded the same
> way on all HWs?
>
> e.g. that a x-coordinate of 125.8 will be rounded down to 125
> on Virge and Permedia and Voodoo...

Wouldn't it be easier for YOU to do the rounding? That way
you don't have to worry..

--
Matt Sealey mws2@le.ac.uk
Distributed Systems Support
Computer Centre
University of Leicester

1.56   07901.008

Subject: Re: Re: rounding of values
From: Joe Sera <joesera@liii.com>
Date: Fri, 20 Aug 1999 18:53:21 -0400 (EDT)

On Sat, 21 Aug 1999, Hans-Joerg Frieden wrote:

>Warp3D suports sub-pixel accuracy as long as possible. This means we
>internally do calculations based on the floating point coordinates as long
>as possible. For the ViRGE, this means that the floats are kept until the
>registers are written, in which case they are converted to fixed point.
>The gradients are calculated so that the triangle edges snap to the next
>pixel coordinates (since the chip cannot draw sub-pixels).

BTW, Did you know that when ising Storm C with the FPU on it automatically
does rounding when casting a float to an int? I spent a month trying to
figure out why my vertex normal interpolation code wasn't working only to
find that 1.5 gets rounded to 2.0 when cast to an int. This only happens
when the fpu is on and I think when you have the optimizer above a value
(don't remember what). A work around is doing all the computations first,
then a cast.

Joe

1.57   07901.005

Subject: RE: rounding of values
From: "Sealey, M." <mws2@leicester.ac.uk>
Date: Fri, 20 Aug 1999 14:38:47 +0100

> > Wouldn't it be easier for YOU to do the rounding? That way
> > you don't have to worry..
>
> nice little bit of (int)x,(int)y,(int)z ?

Could do..

> depends though - perhaps the window has been stretched and
> the .8 may make a difference?

Errmm... lets see if I can remember..

```
int rounded = (int) floor(x + 0.5);
/* That's deadly accurate :) */
```

That floor function is a bitch though. You could do

```
y = x + 0.5
if ((int)y > (int) x) round = y;
else round = x;
```

Ugh.. there's an == clause there just in case
x ends in a .5, but my brain has frozen up.

Either way, the point is that it would be
better for you to make your OWN roundings,
rather than anticipate how the card does it.

```
--
Matt Sealey mws2@le.ac.uk
Distributed Systems Support
Computer Centre
University of Leicester
```

1.58   07901.006

```
Subject: Re: rounding of values
From: Alan Lee Maurice Buxey <alanb@ftfir.mols.sussex.ac.uk>
Date: Fri, 20 Aug 1999 14:11:07 +0000 (GMT)
```

> Wouldn't it be easier for YOU to do the rounding? That way
> you don't have to worry..

nice little bit of (int)x,(int)y,(int)z ?

depends though – perhaps the window has been stretched and the .8 may make a
difference?

alan

1.59   07901.007

```
Subject: RE: rounding of values
From: Thomas Frieden <tfrieden@uni-trier.de>
Date: Fri, 20 Aug 1999 20:12:30 +0200 (CEST)
```

Hi,

On Fri, 20 Aug 1999, Sealey, M. wrote:

> > Markus Poellmann:

> > Can I expect, that all pixel-coordinates are rounded the same
> > way on all HWs?
> >
> > e.g. that a x-coordinate of 125.8 will be rounded down to 125
> > on Virge and Permedia and Voodoo...
>
> Wouldn't it be easier for YOU to do the rounding? That way
> you don't have to worry..

No, don't round the values you pass to Warp3D. You may try, and you'll see
the difference. Passing integers will result in a loss of sub-pixel
accuracy.

Unfortunately, you can't be sure that all values are rounded to the same
integer. I guess you are worried about gaps in the polygons ?

CU,
--
                Thomas Frieden * Schlossstr. 176 * 54293 Trier
                      Programmer for Hyperion / Shogo team
            http://www.hyperion-software.de

1.60   07903.001

Subject: Re: open gl
From: Thomas Frieden <tfrieden@uni-trier.de>
Date: Sat, 21 Aug 1999 21:28:53 +0200 (CEST)

Hi,

First of all, please post english here. And, if no one answers your mail,
wait a bit longer instead of just resending the next day.

On Sat, 21 Aug 1999, Heiko Bobrich wrote:
> ich bin ziemlich neu hier und wollte eigentlich anfangen open gl zu ler=
nen.
> ich w=FCrde gerne mal wissen, ob ich dazu noch eine andere porgrammiers=
prache
> (z.b. c) noch dazu ben=F6tige, oder ob die open gl befehle ausreichen.
> ebenfalls w=FCrde ich sehr gerne wissen, ob es irgendein gutes open gl =
buch
> (am besten in deutsch) gibt.

There is a postscript version of the OpenGL Programming Guide at
http://graphics.eecs.wsu.edu/cpts442/book.html, which is quite good
(although it's english).

CU,=20
--=20
                Thomas Frieden * Schlossstr. 176 * 54293 Trier
                      Programmer for Hyperion / Shogo team
            http://www.hyperion-software.de
        =09

1.61   07902.003

```
Subject: open gl
From: Heiko Bobrich <bob@swin.de>
Date: Sat, 21 Aug 1999 10:31:07 +0100

Hi Leute,

ich bin ziemlich neu hier und wollte eigentlich anfangen open gl zu lerne=
n.
ich w=FCrde gerne mal wissen, ob ich dazu noch eine andere porgrammierspr=
ache
(z.b. c) noch dazu ben=F6tige, oder ob die open gl befehle ausreichen.
ebenfalls w=FCrde ich sehr gerne wissen, ob es irgendein gutes open gl bu=
ch
(am besten in deutsch) gibt.
ich hatte mir das buch "grafikprogrammierung mit opengl" von rainer barth=
,
ekkehard beier und bettina pahnke gekauft.

mit freundlichen gr=FC=DFen
--=20

BoBBi

        ICQ me: 17913549
    e-mail me: bob@swin.de
snail-mail me: pam (please ask me :)
  my homepage: http://www.swin.de/user/bob/


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---AMIGA 1200-Blizzard PPC 240 Mhz/060-BVision-64 MB---
```

1.62   07903.002

```
Subject: Re: Re: rounding of values
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Sat, 21 Aug 1999 22:19:35 +0000 (GMT)

On Fri, 20 Aug 1999, Joe Sera wrote:
```

> BTW, Did you know that when ising Storm C with the FPU on it automatically
> does rounding when casting a float to an int? I spent a month trying to
> figure out why my vertex normal interpolation code wasn't working only to
> find that 1.5 gets rounded to 2.0 when cast to an int. This only happens
> when the fpu is on and I think when you have the optimizer above a value
> (don't remember what). A work around is doing all the computations first,
> then a cast.

Might also be a problem with the FPU rounding mode. We have a fix in
Warp3D that sets the correct rounding mode. I think that p5's 68060
library does a different rounding mode than the others...

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.63   07901.009

Subject: Re: Re: rounding of values
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Sat, 21 Aug 1999 00:17:02 +0000 (GMT)

On Fri, 20 Aug 1999, Wolfgang Krause wrote:

> Could you explain, why this is not secured?
> Does the rounding happen on the cards?
> Does every manufacturer of 3D-chips produce his own rounding routines?
> I can't quite imagine why there should be different handlings in rounding ←
   floating
> point values to integer values.

Warp3D suports sub-pixel accuracy as long as possible. This means we
internally do calculations based on the floating point coordinates as long
as possible. For the ViRGE, this means that the floats are kept until the
registers are written, in which case they are converted to fixed point.
The gradients are calculated so that the triangle edges snap to the next
pixel coordinates (since the chip cannot draw sub-pixels).

This is very much driver-specific, for example, a driver for a, say,
Savage 4 (or most of the modern chips) could directly write floats into
the hardware registers. How these are internally handled is specific to
the chip.

I remember in the first version of the virgin.library ADescent, I did the
rounding myself. Later on I converted the calls to the virgin library's
blit calls and used floats for that without rounding. The difference was
more obvious than I thought, since (especially in lower resolutions) the
polygons where much less jumpy than before.

Lengthy explanation, I admit :). For our work, I know that some PC
programs have problems with that too. For example, Shogo has a switch to

fix the polygon gaps that appear when the rounding error occur.
Hidden&Dangerous (also on PC) sometimes suffers the same problem. It is
very likely that this occurs when you use different vertex data for
adjacing polygons.

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.64   07904.003

Subject: Re: Rounding of values on 060
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Sun, 22 Aug 1999 23:46:32 +0000 (GMT)

On Sun, 22 Aug 1999, Pavel Narozny wrote:

> Even v46.6...? And should be then described/reported to be fixed?

I never used any 68060.library after 41.5. For one thing, I didn't need
any fixes, and besides I had a lot of trouble with anything afterwards.

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de
Developer at Hyperion Software | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/ |

1.65   07904.001

Subject: Re: Re: open gl
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Sun, 22 Aug 1999 23:48:15 +0000 (GMT)

On Sun, 22 Aug 1999, Michael Schulze wrote:

> Or you can order it. I have paid DM 103,00. What?? Somebody's
> laughing?? ;)

Well, I paid over 110 marks for Foley/VanDam... This stuff is expensive...
I am lucky enough to have a laser printer at university :)

Regards, Hans-Joerg.

--
Hans-Joerg Frieden | Private mail: hfrieden@uni-trier.de

```
Developer at Hyperion Software      | (including Warp3D, ADescent, Abuse)
Mail: HansJoergF@hyperion-software.de |
http://www.hyperion-software.de/    |
```

1.66   07903.004

```
Subject: Re: open gl
From: Heiko Bobrich <bob@swin.de>
Date: Sun, 22 Aug 1999 10:07:10 +0100
```

> Hi,
>
> First of all, please post english here. And, if no one answers your mail,
> wait a bit longer instead of just resending the next day.

sorry, was my fault. i used a very old subject, cause i didn't know, if i'm
still on the list, well, i wasn't :(, so i decided to send again with the
right subject.
sorry again :).

well, i've got some problems get it working, i downloaded vbcc_wos and i
don't know, where/how to install. also the same is with the open gl
libraries and so on.
could anybody help me, please?

do i need any experiences in c/c++ programming or could i start using the
open gl commands?

> There is a postscript version of the OpenGL Programming Guide at
> http://graphics.eecs.wsu.edu/cpts442/book.html, which is quite good
> (although it's english).

thanx alot, i will check it out :)

best regards
--

BoBBi

       ICQ me: 17913549
    e-mail me: bob@swin.de
snail-mail me: pam (please ask me :)
  my homepage: http://www.swin.de/user/bob/

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http://www.tornado3d.com

---AMIGA 1200-Blizzard PPC 240 Mhz/060-BVision-64 MB---

1.67   07903.005

Subject: Rounding of values on 060
From: Pavel Narozny <Troda@cbnet.cz>
Date: Sun, 22 Aug 1999 10:49:40 +0100

...
>> when the fpu is on and I think when you have the optimizer above a value
>> (don't remember what). A work around is doing all the computations first,
>> then a cast.

> Might also be a problem with the FPU rounding mode. We have a fix in
> Warp3D that sets the correct rounding mode. I think that p5's 68060
> library does a different rounding mode than the others...

Even v46.6...? And should be then described/reported to be fixed?

See ya!

Pavel Narozny, Troda of PEGAS, troda@cbnet.cz

"Intel inside, idiot outside."

1.68   07903.003

Subject: Re: open gl
From: Schulze_Michael@t-online.de (Michael Schulze)
Date: Sun, 22 Aug 1999 01:07:21 +0100

Hello, Thomas

On 21-Aug-99 dared Thomas Frieden to write:

> There is a postscript version of the OpenGL Programming Guide at
> http://graphics.eecs.wsu.edu/cpts442/book.html, which is quite good
> (although it's english).

Or you can order it. I have paid DM 103,00. What?? Somebody's
laughing?? ;)
Or just look at online-bookstores, if there it is cheaper.

"OpenGL Programming Guide"
by Woo, Neider and Davis
ISBN 0-201-46138-2

And it's really better you know C just a little bit...

Regards,

    Micha

--

ON WHAT?   Amiga 1200, 68040/25Mhz+603e/240MHz, BVPPC, 64MB RAM...
FOR WHAT? Raytracing, Trying to learn C and OpenGL, Reading ML's...

     so we ride all doors are open now
     to ride, take the straight way to anywhere

         samael - "being"

1.69   07903.006

Subject: Re: open gl
From: Thomas Jensen <dm98411@edb.tietgen.dk>
Date: Sun, 22 Aug 1999 15:40:26 +0100

On 22-Aug-99, Heiko Bobrich wrote:

<snip>

> well, i've got some problems get it working, i downloaded vbcc_wos and i
> don't know, where/how to install. also the same is with the open gl
> libraries and so on.
> could anybody help me, please?

In the vbccwos.lha archive, you'll find the file vbcc/vbccwos.readme, in
which there's an installation section. If you have further questions to the
installation process, feel free to contact me privatly (it's off-topic for
this list).
The AmigaOS includes is not included, but I don't think they're needed for
plain OpenGL programming.

> do i need any experiences in c/c++ programming or could i start using the
> open gl commands?

Well, you need to have a basic knowledge of c programming (functions, loops,
math, etc.) but try and have a look at some of the OpenGL example libraries
on the net - that might get you started...

<snip>

Best regards
Thomas Jensen

1.70   07905.001

Subject: Rounding of values on 060
From: Pavel Narozny <Troda@cbnet.cz>
Date: Mon, 23 Aug 1999 20:35:30 +0100

...
>> Even v46.6...? And should be then described/reported to be fixed?

> I never used any 68060.library after 41.5. For one thing, I didn't need
> any fixes, and besides I had a lot of trouble with anything afterwards.

=8-O

Well, new versions containg new and fixed motorola fpu microcode, so many
things (i.e instructions) are fixed, so rething twice...
ALSO, new versions are slightly faster and better, in fpu part around
50% speedup are given, etc, etc...

Many reasons, but... Get it, recommended.

BTW, cgx4.2 will have also 24bit screens on ViRGE (already have, beta9...),
so is there are any chance, that you can find time (Shogo, i know...) to
add that (24bit render) for ViRGE, or that is more problematic?
At least any testing version will be great... =)

(to i can finly see it, when booth RTG systems can do that now... okay, only
betas and not everyone are betatester, so...)

See ya!

Pavel Narozny, Troda of PEGAS, troda@cbnet.cz

"Intel inside, idiot outside."

1.71 07904.002

Subject: RE: Re: open gl
From: "Sealey, M." <mws2@leicester.ac.uk>
Date: Mon, 23 Aug 1999 09:04:47 +0100

Thomas Frieden:
> > There is a postscript version of the OpenGL Programming Guide at
> > http://graphics.eecs.wsu.edu/cpts442/book.html, which is quite good
> > (although it's english).

Michael Schulze:
> Or you can order it. I have paid DM 103,00. What?? Somebody's
> laughing?? ;)

Damn well I'm not :) Cost me =A335 and I had to pay =A36 ordering
fee as well.. It's worth it, though. I think the nice shiny
cover and professional quality of the book outwieghs the slightly
cheaper (debatable) Postscript-printed bunch-o-A4's version :)

> Or just look at online-bookstores, if there it is cheaper.
>=20
> "OpenGL Programming Guide"
> by Woo, Neider and Davis

> ISBN 0-201-46138-2
>=20
> And it's really better you know C just a little bit...

Can you imagine programming OpenGL in any other language?

--=20
Matt Sealey mws2@le.ac.uk=20
Distributed Systems Support
Computer Centre
University of Leicester

1.72   07904.004

Subject: mailto:3dworld-list@haage-partner.com
From: steidley@iland.net (David Steidley)
Date: 23 Aug 1999 19:19:33 -0000

I have an A4000 w/ppc and CGFX-PPC

I just installed Warp3D, and tried to run the demo WarpTest. Everything works
except that it never actualy shows the rendered bitmap. It doesn't appear in
the top left corner, or on the rendered plane.

I have been throught the help files and FAQs, but I seem to have missed something.

Here are some settings:

CVissionPPC:

    Dragging=no
    Bitmapcache=yes

Env:
    PowerPC
        memprot 0
        terminator 2
        force 1

    Warp3D
        Permedia2
            Dither on

--
See Ya!
Dave Steidley
Avionics Inspector, Central Missouri State University
"Only on an Amiga!" :-)

1.73   07904.005

Subject: Re: mailto:3dworld-list@haage-partner.com
From: Thomas Frieden <tfrieden@uni-trier.de>
Date: Mon, 23 Aug 1999 21:56:07 +0200 (CEST)

Hi,

On 23 Aug 1999, David Steidley wrote:
> I just installed Warp3D, and tried to run the demo WarpTest.
> Everything works except that it never actualy shows the rendered
> bitmap. It doesn't appear in the top left corner, or on the rendered
> plane.

Please check your libs:warp3d drawer. You must have a
hwdrivers/W3D_Permedia2*.library, and gfxdrivers/W3D_CyberGfx4*.library.

For more information, check the FAQ.

CU,
--
               Thomas Frieden * Schlossstr. 176 * 54293 Trier
                      Programmer for Hyperion / Shogo team
            http://www.hyperion-software.de

1.74   07906.001

Subject: Re: Rounding of values on 060
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Tue, 24 Aug 1999 21:25:12 +0000 (GMT)

On Mon, 23 Aug 1999, Pavel Narozny wrote:

> Well, new versions containg new and fixed motorola fpu microcode, so many
> things (i.e instructions) are fixed, so rething twice...
> ALSO, new versions are slightly faster and better, in fpu part around
> 50% speedup are given, etc, etc...
>
> Many reasons, but... Get it, recommended.

It's not a question of wether I want it or not (I would like to use a
newer version), it's just that some programs I have do no longer run on
the new versions...

But... not much relation to 3D...

> BTW, cgx4.2 will have also 24bit screens on ViRGE (already have, beta9...),
> so is there are any chance, that you can find time (Shogo, i know...) to
> add that (24bit render) for ViRGE, or that is more problematic?
> At least any testing version will be great... =)

SIGH how often do I need to repeat this? The availability of a 24 bit
screen mode was never the problem (I could render into a bitmap and BitBlt
this to a window). The problem was the timing of the ViRGE chip when 24
bit data was involved.

Regards, Hans-Joerg.

```
--
Hans-Joerg Frieden                |"The secret of life is getting up early,
HansJoergF@hyperion-software.de   | the secret of life is staying up late,
http://www.hyperion-software.de/  | the secret of life is try not to hurry,
Private: hfrieden@uni-trier.de    | but don't wait, don't wait"
(including Warp3D, ADescent, Abuse) |   Faith Hill, "The secret of life"
```

1.75   07907.002

```
Subject: Re: Rounding on 060 & so on =)
From: "Emmanuel Henne" <emmanuel@arcormail.de>
Date: Wed, 25 Aug 1999 21:35:54 +0200
```

>> The problem was the timing of the ViRGE chip when 24 bit data was
involved.
>
>Since booth RTG systems can now open and use 24bit screens on ViRGE, then
>i quess that there can't be any problem with that. Refer to ViRGE manual
>or Tobias and/or/nor Frank.
>Testing point to me =^)

SIGH

Bye,
Emmanuel

1.76   07907.001

```
Subject: Rounding on 060 & so on =)
From: Pavel Narozny <Troda@cbnet.cz>
Date: Wed, 25 Aug 1999 18:17:42 +0100
```

...
[new 060 lib]
>> Many reasons, but... Get it, recommended.

> It's not a question of wether I want it or not (I would like to use a
> newer version), it's just that some programs I have do no longer run on
> the new versions...

Tell me one, please...!

> But... not much relation to 3D...

That's depends, maybe is these applications 3D...? =DDD

[24bit rendering on ViRGE]

> *SIGH* how often do I need to repeat this?

I only asking, what is wrong? That, that i asking again?

> The availability of a 24 bit screen mode was never the problem

Good to hear, espec. when you are busy with Shogo at least...

> (I could render into a bitmap and BitBlt this to a window).

I more care about fullscreen render, what will be faster, cause not
need a blit...

> The problem was the timing of the ViRGE chip when 24 bit data was involved.

Since booth RTG systems can now open and use 24bit screens on ViRGE, then
i quess that there can't be any problem with that. Refer to ViRGE manual
or Tobias and/or/nor Frank.
Testing point to me =^)

See ya!

Pavel Narozny, Troda of PEGAS, troda@cbnet.cz

"Intel inside, idiot outside."

1.77   07907.004

Subject: Re: Rounding on 060 & so on =)
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Wed, 25 Aug 1999 21:18:34 +0000 (GMT)

On Wed, 25 Aug 1999, Pavel Narozny wrote:
> I only asking, what is wrong? That, that i asking again?

The point is you are asking the same questions over and over again, and I
always have to give you the same answer.

> > The availability of a 24 bit screen mode was never the problem
>
> Good to hear, espec. when you are busy with Shogo at least...

????

> Since booth RTG systems can now open and use 24bit screens on ViRGE, then
> i quess that there can't be any problem with that. Refer to ViRGE manual
> or Tobias and/or/nor Frank.
> Testing point to me =^)

Wrong guess... Can't you read or are you ignoring me on purpose? For the
fourth and last time, I had timing problems with the ViRGE while accessing
any 24 bit data. That is 24 bit screens, 24 bit textures, etc. ad
nauseam. The fetch goes wrong, it sometimes reads rubbish, it sometimes
writes rubbish, most likely because the timing is critical or anything

else, I dunno why and I don't have either the time nor the motivation to
hunt for this for ages, neither do I have any intention on telling you
this once again.

Your statement "Refer to the ViRGE manual" should be redirected back to
you. If you had a look inside, you would quickly know that it is
completely useless, as most of the information within is inaccurate,
outdated, or simply wrong. Most of the ViRGE driver was a trial-and-error
kind of development (you don't want to know how long it took me to even
figure out what the w coordinate had to be set to). Sam had long hours of
experimenting with the lambda values for mipmapping. The YUV texturing
mentioned in the manual is non-existing, this texture format does not even
exist.

So much for "Refer to the manual".

Regards, Hans-Joerg.

```
--
Hans-Joerg Frieden                |"The secret of life is getting up early,
HansJoergF@hyperion-software.de   | the secret of life is staying up late,
http://www.hyperion-software.de/  | the secret of life is try not to hurry,
Private: hfrieden@uni-trier.de    | but don't wait, don't wait"
(including Warp3D, ADescent, Abuse) |   Faith Hill, "The secret of life"
```

1.78 07907.003

Subject: Tex mapping query
From: Tim Hanson <msinister@connectfree.co.uk>
Date: Wed, 25 Aug 1999 20:39:22 +0100

Warning: This is a message in MIME format. Your mail reader does not
support MIME. Some parts of this message will be readable as plain text.
To see the rest, you will need to upgrade your mail reader. Following are
some URLs where you can find MIME-capable mail programs for common platforms:

```
  Amiga............: YAM        http://www.yam.ch/
  Unix.............: Metamail   ftp://ftp.bellcore.com/nsb/
  Windows/Macintosh: Eudora     http://www.qualcomm.com/
```

General info about MIME can be found at:

http://www.cis.ohio-state.edu/hypertext/faq/usenet/mail/mime-faq/top.html

--BOUNDARY.1983387792.2
Content-Type: text/plain

    Hi All,
        I've just been fiddling around with a bit of W3D coding and I've found
a mistake I've repeatedly made without noticing. When using
W3D_DrawTriStrip/Fan() I've just noticed that the triangles are treated
seperately for the texture mapping. This results in trapizoids and similar
non-perpendicular shapes being textured wrong. If noone can understand what I

mean by this I've included a simple screen shot. Is there a setting to stop
this as I've a slight recolection of encountering this before and finding a
solution but can't remember what it was. I think the problem only occurs on 4
vertex fans or strips.
     Any help gratefully received.
--

Tim Hanson,
by the River,Canterbury, Kent.
Amiga A1200T,'040/25,603e/160,32MB Fast,BVisionPPC,
170MB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
Don't waste your time by visiting
http://www.sinister67.freeserve.co.uk

--BOUNDARY.1983387792.2
Content-Type: application/x-lha; name="screenshot.lha"
Content-Disposition: attachment; filename="screenshot.lha"
Content-Transfer-Encoding: base64

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--BOUNDARY.1983387792.2--

1.79   07908.002

Subject: Re: Tex mapping query
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Thu, 26 Aug 1999 21:22:35 +0000 (GMT)

On Wed, 25 Aug 1999, Tim Hanson wrote:

>   I've just been fiddling around with a bit of W3D coding and I've found
> a mistake I've repeatedly made without noticing. When using
> W3D_DrawTriStrip/Fan() I've just noticed that the triangles are treated
> seperately for the texture mapping. This results in trapizoids and similar
> non-perpendicular shapes being textured wrong. If noone can understand what I
> mean by this I've included a simple screen shot. Is there a setting to stop
> this as I've a slight recolection of encountering this before and finding a
> solution but can't remember what it was. I think the problem only occurs on 4
> vertex fans or strips.

I'm not exactly sure I understand what you mean. By looking at the
screenshot, I'd say you definately have the texture coordinates wrong, or
your W coordinate is wrong.

Make sure you specify texture coordinates for all the vertices, and set W
to 1/Z (or something proportional to 1/z, for example 10/z will also do).
Take a look at the Engine source code for an example, it also uses
Triangle Fans to draw the (clipped) walls...

If the effect you intended was to "warble" the texture (sorry, can't think
of a better name) then you have to subdivide the face further to achieve a
suitable resolution.

Of course triangles are treated separately for texturing when drawing
triangle strips or fans. This ability is just a shorthand for specifying a
series of triangles. Most 3D chips cannot really render polygons. What the
chip renders are still separate triangles (in the case of the ViRGE, it is
a simple drawing loop anyway, since it does not support triangle fans or
strip). This means the gradients are calculated on a triangle basis
without taking the previous triangle into account (which would not work
out anyway).

The effect is that you will see the "breaks" in the texture maps. This
becomes even more annoying when gouraud shading is involved, since the
lightning becomes jumpy when you clip.

Regards, Hans-Joerg.

```
--
Hans-Joerg Frieden              |"The secret of life is getting up early,
HansJoergF@hyperion-software.de | the secret of life is staying up late,
http://www.hyperion-software.de/ | the secret of life is try not to hurry,
Private: hfrieden@uni-trier.de  | but don't wait, don't wait"
(including Warp3D, ADescent, Abuse) |   Faith Hill, "The secret of life"
```

1.80   07908.003

```
Subject: Re: Tex mapping query
From: Tim Hanson <msinister@connectfree.co.uk>
Date: Thu, 26 Aug 1999 22:36:53 +0100
```

Hans-Joerg Frieden wrote this on 26-Aug-99 at 22:22:35
 Hi Hans-Joerg
-> On Wed, 25 Aug 1999, Tim Hanson wrote:

-> Make sure you specify texture coordinates for all the vertices, and set W
-> to 1/Z (or something proportional to 1/z, for example 10/z will also do).
-> Take a look at the Engine source code for an example, it also uses
-> Triangle Fans to draw the (clipped) walls...

I'm fairly sure it's not perspective mapping or W coord thats causing the
problem. I know what that looks like and this is different. The 'error'
doesn't change as the poly is rotated.

-> If the effect you intended was to "warble" the texture (sorry, can't think
-> of a better name) then you have to subdivide the face further to achieve a
-> suitable resolution.

I think I *may* be trying to /warble/ the texture. What I'm trying to do is
map a square texture onto a trapizoid poly and I'm expecting it to stretch
uniformly over both triangles. I'm beginning to think this is impossible.
What I'll presumably have to do is make a pre-stretched texture with spare
around the edges. Correct me if I'm wrong. Another alternative would be to
make the poly from three triangles.

BTW Have you just invented a new technical term: Warble (verb) to wrap a
texture onto a different shape

```
--

Tim Hanson,
by the River,Canterbury, Kent.
Amiga A1200T,'040/25,603e/160,32MB Fast,BVisionPPC,
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Don't waste  your time by visiting
http://www.sinister67.freeserve.co.uk
```

1.81   07908.001

Subject: Re: Tex mapping query
From: Tim Hanson <msinister@connectfree.co.uk>
Date: Thu, 26 Aug 1999 18:22:20 +0100

Daniel Bindel wrote this on 26-Aug-99 at 13:23:53
 Hi Daniel

->> W3D_DrawTriStrip/Fan() I've just noticed that the triangles are treated
->> seperately for the texture mapping. This results in trapizoids and similar
->> non-perpendicular shapes being textured wrong. [snip] I think the problem
->> only occurs on 4 vertex fans or strips.
->>   Any help gratefully received.
->
-> It seems, that the linear mapping is involved here. I had this problem with
-> OpenGL too.
-> Try to enable the W3D_PERSPECTIVE. Should be done with
-> result=W3D_SetState(context, W3D_PERSPECTIVE, W3D_ENABLE). Check the result
-> for W3D_SUCCESS, to be sure, that it is enabled and it should work - I
-> think ;-))

Nope it's not that. The effect you mean changes when the object moves. This
remains constant and is visible even on polys that lie parallel to the
screen.

--

Tim Hanson,
by the River,Canterbury, Kent.
Amiga A1200T,'040/25,603e/160,32MB Fast,BVisionPPC,
170MB IDE HD,ZIP SCSI,RENO x2CD SCSI,Pace 56K
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1.82   07907.005

Subject: Re: Tex mapping query
From: Daniel Bindel <d_bindel@gmx.net>
Date: Thu, 26 Aug 1999 13:23:53 +0100

Hello Tim

On 25-Aug-99, you wrote:

>=20
>   Hi All,
>   I've just been fiddling around with a bit of W3D coding and I've
> found a mistake I've repeatedly made without noticing. When using
> W3D_DrawTriStrip/Fan() I've just noticed that the triangles are treated
> seperately for the texture mapping. This results in trapizoids and simi=
lar
> non-perpendicular shapes being textured wrong. If noone can understand
> what I mean by this I've included a simple screen shot. Is there a sett=
ing

> to stop this as I've a slight recolection of encountering this before a=
nd
> finding a solution but can't remember what it was. I think the problem
> only occurs on 4 vertex fans or strips.
>   Any help gratefully received.   =20

It seems, that the linear mapping is involved here. I had this problem wi=
th
OpenGL too.=20
Try to enable the W3D_PERSPECTIVE. Should be done with
result=3DW3D_SetState(context, W3D_PERSPECTIVE, W3D_ENABLE). Check the re=
sult
for W3D_SUCCESS, to be sure, that it is enabled and it should work - I
think ;-))

Regards
FoX
--=20
VIRTUAL WORLDS PRODUCTIONS

    #http://www.VirtualWorlds.de#

Amiga=AE-Software Development

1.83   07908.004

Subject: Re: Re: Tex mapping query
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Fri, 27 Aug 1999 14:20:51 +0200

Tim Hanson wrote:
> I'm fairly sure it's not perspective mapping or W coord thats causing the
> problem. I know what that looks like and this is different. The 'error'
> doesn't change as the poly is rotated.

Then the only thing that still can cause problems are wrong U/V coordinates....

> I think I *may* be trying to /warble/ the texture. What I'm trying to do is
> map a square texture onto a trapizoid poly and I'm expecting it to stretch
> uniformly over both triangles. I'm beginning to think this is impossible.
> What I'll presumably have to do is make a pre-stretched texture with spare
> around the edges. Correct me if I'm wrong. Another alternative would be to
> make the poly from three triangles.

So you basically have this type of shape (ASCII-Art):

    a---b
   /   \
  /   \
 c---------d

To map this correctly, you have to adjust the uv coordinates of a and b. If you
don't, then the following happenes:

Say (by the look on the screenshot) your triangles are a-b-c and c-b-d. Texture

slope along the b-d edge is constant since their u coordinates are equal,
meaning the whole of the texture on the c-b-d triangle shifts slightly left. on
the a-c edge, the same holds true, but this causes the texture to shift
slightly right on the a-b-c triangle. This will make things look wrong.

You have to adjust the coordinates at a and b, but that will make the result
look different to what you intended. The only solution that comes to my mind
right now is the following subdivision:

```
   a---b
  /|   |\
 / |   | \
c--f---g--d
```

You could draw this as a triangle fan, for example, c,a,f,b,g,d, but I am not
sure if it will really work out...

> BTW Have you just invented a new technical term: Warble (verb) to wrap a
> texture onto a different shape

No, actually I cannot claim a copyright for this. I read this term in the Shogo
source code :)

Regards, Hans-Joerg.

```
--
Hans-Joerg Frieden                     |"The secret of life is getting up early,
HansJoergF@hyperion-software.de        | the secret of life is staying up late,
http://www.hyperion-software.de/       | the secret of life is try not to hurry,
Private: hfrieden@uni-trier.de         | but don't wait, don't wait"
(including Warp3D, ADescent, Abuse)    |   Faith Hill, "The secret of life"
```


1.84   07908.005

Subject: general opengl question
From: Steven Dobbs <steven.dobbs@cableinet.co.uk>
Date: Fri, 27 Aug 1999 15:53:41 -0800

Hello anybody,
    I have been looking over some open opengl code and trying to apply that
to something useful. I comprehend bits of it, but were would I put the main
loop of a prog so that I could update the gfx each cycle - is the function
glutIdleFunc() got something to do with it?

Regards
Steven Dobbs

1.85   07909.002

Subject: Re: Re: rounding of values
From: Sam Jordan <sam_jordan@spin.ch>

Date: Sat, 28 Aug 1999 10:56:25 +0200

Am 20-Aug-99 schrieb Wolfgang Krause:

Hi

>> No, don't round the values you pass to Warp3D. You may try, and you'll see
>> the difference. Passing integers will result in a loss of sub-pixel
>> accuracy.
>>
>> Unfortunately, you can't be sure that all values are rounded to the same
>> integer. I guess you are worried about gaps in the polygons ?

>Could you explain, why this is not secured?

Unfortunately not. I don't know exactly how 3d hardware round such
coordinates, and I also believe that the method is not the same for
every hardware.

The question is basically the following: what does a coordinate of
0.5 exactly mean? Is this the theoretical point between the first and
the second pixel, or is it exactly the first pixel? In the first case,
which pixel is chosen by the hardware? I don't know of any
standardization which defines this. I don't believe that there exists
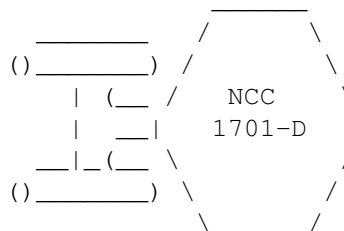a standard which is followed by everyone.

bye
--
    Sam Jordan   _____
    eMail: s.jordan@haage-partner.com   _____   /   \
           sam_jordan@spin.ch   (private)   ()_____) /   \
                                                 | (__ /   NCC   \
    Also at HAAGE & PARTNER PowerPC | __| 1701-D |
    development section   __|_(__ \   /
                                              ()_____) \   /
    We develop to WarpUP the AMIGA!   _____/

1.86   07909.001

Subject: Re: Re: rounding of values
From: Sam Jordan <sam_jordan@spin.ch>
Date: Sat, 28 Aug 1999 10:54:07 +0200

Am 21-Aug-99 schrieb Joe Sera:

>>Warp3D suports sub-pixel accuracy as long as possible. This means we
>>internally do calculations based on the floating point coordinates as long
>>as possible. For the ViRGE, this means that the floats are kept until the
>>registers are written, in which case they are converted to fixed point.
>>The gradients are calculated so that the triangle edges snap to the next
>>pixel coordinates (since the chip cannot draw sub-pixels).

>BTW, Did you know that when ising Storm C with the FPU on it automatically
>does rounding when casting a float to an int? I spent a month trying to
>figure out why my vertex normal interpolation code wasn't working only to

>find that 1.5 gets rounded to 2.0 when cast to an int. This only happens
>when the fpu is on and I think when you have the optimizer above a value
>(don't remember what). A work around is doing all the computations first,
>then a cast.

This problem is a known one. StormC 68K casts ints to floats using normal
FMOVE instructions, which use the standard FPU rounding mode. Unfortunately
the standard FPU rounding mode is set to 'round to nearest' and the
680x0.library doesn't modify the rounding mode. I had this problem several
times (for example Mesa) and solved it by changing the rounding mode by hand
for the affected task.

The PPC compiler doesn't have this problem, because the PPC has special
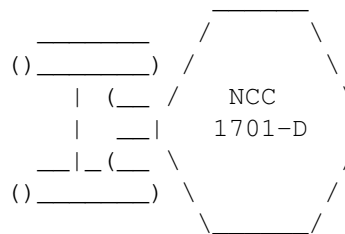instructions for casting ints to floats using 'round to zero'.

bye
--
```
    Sam Jordan                                              _____
    eMail: s.jordan@haage-partner.com          _____    /      \
           sam_jordan@spin.ch    (private)     ()_____) /        \
                                                 | (__ /   NCC     \
    Also at HAAGE & PARTNER PowerPC              |  __|   1701-D  |
    development section                        __|_(__ \           /
                                               ()_____) \       /
    We develop to WarpUP the AMIGA!                       _____/
```

1.87 07913.002

Subject: Hexen & Doom & W3D
From: Pavel Narozny <Troda@cbnet.cz>
Date: Tue, 31 Aug 1999 20:26:15 +0100

Hia.

> Do you know any people that can do Hexen and Doom for Warp3D? Warp is great
> and it need more support. The source code are free and some good programmer
> can do it. Anybody can do it?

Daniele, W3D are HW HALL for 3D chips, what render into polygons.
In booth, Doom or Heretic there aren't be any polygon.

Well, is _teoreticaly_ possible rewrite engines of booth games (is almost
identical... Raven SW bought (IIRC) iD engine and create own gfx and story,
and Hexen is born... up and down looks (Hexen) are only correcting some
perspective stuff with rays...) to their output are in polygons, yes, but
that need massive coding, so i'm afraid that anyone will do that...

Anyway, for Descent that supporting LAmiga key as Peter promised me (ADoom)
i waiting a bit long time... (Peter now working at Wipeout)

Cia,

Pavel Narozny, Troda of PEGAS, troda@cbnet.cz

"Intel inside, idiot outside."

1.88   07913.001

Subject: Re: Hexen and Doom for Warp3D
From: Schulze_Michael@t-online.de (Michael Schulze)
Date: Tue, 31 Aug 1999 20:16:41 +0100

Hello, Daniele

On 31-Aug-99 dared Daniele Mastrangeli to write:

> Do you know any people that can do Hexen and Doom for Warp3D? Warp is great
> and it need more support. The source code are free and some good programmer
> can do it.

Although I am still new in 3D and newer in programming, I think (guess?) that
old 3D-games don't use polygon-rendering. And this makes a port to W3D
difficult or useless.
But at least we can use the filtering for the textures?

> Anybody can do it?

Me surely not ;)

Regards,

    Micha

--

ON WHAT?   Amiga 1200, 68040/25Mhz+603e/240MHz, BVPPC, 64MB RAM...
FOR WHAT? Raytracing, Trying to learn C and OpenGL, Reading ML's...

    so we ride all doors are open now
    to ride, take the straight way to anywhere

        samael - "being"

1.89   07912.002

Subject: Missing Colors
From: Stefan Schulze <stefan@dreamworlds.de>
Date: Tue, 31 Aug 1999 00:17:39 +0100

Hi!

I'm trying to code a little engine ATM, using Warp3D. But every triangle I
pass to W3D_DrawTriangle is drawn completely white. I played around with the
context states a while, but nothing changes. What is wrong with it? The values
I pass are ok.

Problem No 2: Under which circumstances it is possible to crash the 3D
enviroment via strange vertex coordinates? Some of the surfaces I want to draw
terribly slow down the engine, and some even freeze the whole system. At PPC!
I thought the worst case at PPC is a nice little PPC Exception window (Access
to 0x00... :), but I can't imagine how wrong coordinates can achieve this.

Any help is welcome.

Bye, Thomas
--
Stefan & Thomas Schulze == Dreamworlds Development
XFire I/II, YATAG, VoxelRace, Between The Lines

visit our homepage at www.dreamworlds.de

1.90   07912.001

Subject: Re: Missing Colors
From: Sam Jordan <sam_jordan@spin.ch>
Date: Tue, 31 Aug 1999 00:59:30 +0200

Am 31-Aug-99 schrieb Stefan Schulze:

Hi

>I'm trying to code a little engine ATM, using Warp3D. But every triangle I
>pass to W3D_DrawTriangle is drawn completely white. I played around with the
>context states a while, but nothing changes. What is wrong with it? The
values
>I pass are ok.

If you pass colors using the W3D_Vertex (resp. W3D_Triangle) structure
you have to make sure to have gouraud-shading enabled. Also make sure
to pass colors in range 0..1, and not in range 0..255.

>Problem No 2: Under which circumstances it is possible to crash the 3D
>enviroment via strange vertex coordinates? Some of the surfaces I want to
draw
>terribly slow down the engine, and some even freeze the whole system. At PPC!
>I thought the worst case at PPC is a nice little PPC Exception window (Access

As soon as the graphics environment is locked, there is no possibility
anymore to open the exception requester, therefore crashes result into
system freezes.

>to 0x00... :), but I can't imagine how wrong coordinates can achieve this.

You must provide vertex coordinates, which are inside the destination
region. Otherwise the chip might go out of control, for example by
attempting to draw outside the video memory.

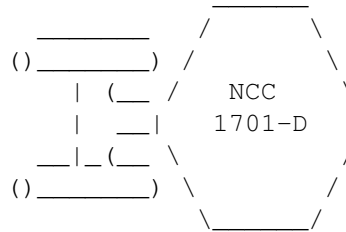This means, that you must clip your scene yourself.

```
bye
--
    Sam Jordan                                               _____
    eMail: s.jordan@haage-partner.com           _____   /      \
           sam_jordan@spin.ch   (private)      ()_____) /        \
                                                | (__ /   NCC    \
    Also at HAAGE & PARTNER PowerPC             |  __|   1701-D  |
    development section                       __|_(__  \          /
                                              ()_____) \        /
    We develop to WarpUP the AMIGA!                      _____/
```

1.91   07912.004

```
Subject: Re: Missing Colors
From: Stefan Schulze <stefan@dreamworlds.de>
Date: Tue, 31 Aug 1999 14:27:24 +0100
```

Sam Jordan war am 30-Aug-99 an seinem Rechner und schrieb =FCber Re: [3DW=
orld]
Missing Colors:

Hi!

[white triangles]
>If you pass colors using the W3D_Vertex (resp. W3D_Triangle) structure
>you have to make sure to have gouraud-shading enabled. Also make sure
>to pass colors in range 0..1, and not in range 0..255.

Colors are between 0 and 1, that's for sure. I've also enabled Texmapping=
,
Gourad-shading, Fog, Blending, etc. Even the fog is ignored, every drawn =
pixel
is just white. I also tried to disable Texmapping to see only the light, =
but
the result is still the same.

[border clipping]
>You must provide vertex coordinates, which are inside the destination
>region. Otherwise the chip might go out of control, for example by
>attempting to draw outside the video memory.

>This means, that you must clip your scene yourself.
That seems to be the reason. I assumed that the 3D hardware does screen b=
order
clipping itsself.=20

Bye, Thomas
--=20
Stefan & Thomas Schulze =3D=3D 3D Dreamworlds Development
XFire I/II, YATAG, VoxelRace, Between The Lines

visit our homepage at www.dreamworlds.de

1.92   07912.005

Subject: Re: Missing Colors
From: Hans-Joerg Frieden <hfrieden@uni-trier.de>
Date: Tue, 31 Aug 1999 14:52:41 +0000 (GMT)

On Tue, 31 Aug 1999, Stefan Schulze wrote:

> Colors are between 0 and 1, that's for sure. I've also enabled Texmapping,
> Gourad-shading, Fog, Blending, etc. Even the fog is ignored, every drawn pixel
> is just white. I also tried to disable Texmapping to see only the light, but
> the result is still the same.

What texture ENV mode are you using? Disable fog for testing, you can
easily do something wrong by passing wrong w coordinates. If all else
fails, try to reduce the problem to the bare essential and send me some
source code to look at.

> That seems to be the reason. I assumed that the 3D hardware does screen border
> clipping itsself.

To a certain extend, yes. However, this is just for an off-by-a-few-pixel
errror, anything bigger will probably not be clipped correctly. The
scissoring is really only for limiting the drawing to a rectangle on
screen, not for clipping at the edges. You will notice all sorts of
warping effects when a triangle goes partly outside the screen, and you
will surely get a crash if it is completely outside the screen, or
gradients are so high that the first stop outside the screen is out of
video ram.

Most chips handle this differently, so there is not general rule of thumb.

Regards, Hans-Joerg.

--
Hans-Joerg Frieden |"The secret of life is getting up early,
HansJoergF@hyperion-software.de | the secret of life is staying up late,
http://www.hyperion-software.de/ | the secret of life is try not to hurry,
Private: hfrieden@uni-trier.de | but don't wait, don't wait"
(including Warp3D, ADescent, Abuse) | Faith Hill, "The secret of life"

1.93   07912.003

Subject: Hexen and Doom for Warp3D
From: Daniele Mastrangeli <clfelli@tin.it> (by way of Mailmaster <mailmaster@haage ↩
    -partner.com>)
Date: Tue, 31 Aug 1999 15:20:47 +0200

Hi all,
Do you know any people that can do Hexen and Doom for Warp3D? Warp is great
and it need more support. The source code are free and some good programmer
can do it.
Anybody can do it?
Regards Daniele

--
Daniele "Serty" Mastrangeli Powered By AMIGA PowerAMIGA 175Mhz 040/25Mhz
B-Vision 48Mb Fast Cd Rom 4x Microvitec 14" Canon BJC 4200 Modem 33.600Kbs