

mails

COLLABORATORS

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		August 13, 2022
<i>SIGNATURE</i>		

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Chapter 1

mails

1.1 main

3D World Mailing List Archive

May 2002

Compiled by Paul Qureshi (paul.qureshi@btinternet.com)

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

Aminet: docs/misc/3DWorldFAQ.lha
<http://mc68k.btinternet.com/faq/>
The 3D World ML, monthly post

GLquake 68k
Martin Nuttall <m.nuttall@ukonline.co.uk>

Re: Re: triangle strips.
Thomas Frieden <ThomasF@hyperion-entertainment.com>

Re: Texture mapping problem
"Robert Kihl" <robert@snarl-up.com>

Re: Silhouette rendering
Paul Qureshi <paul@world3.net>

Re: Re: Silhouette rendering
Alan Buxey <almb@mssl.ucl.ac.uk>

Re: Silhouette rendering
Oliver Dittrich <oliver.dittrich@tu-clausthal.de>

Re: Silhouette rendering
Paul Qureshi <paul@world3.net>

Re: Silhouette rendering
Paul Qureshi <paul@world3.net>

Re: Silhouette rendering
Michal Wozniak <wozniak_m@mail.gwl.koszalin.tpnet.pl>

Re: Silhouette rendering
Alan Buxey <almb@mssl.ucl.ac.uk>

Silhouette rendering
Paul Qureshi <paul@world3.net>

Fogging with flatshaded faces.
Michal Wozniak <wozniak_m@mail.gwl.koszalin.tpnet.pl>

Re: lock & freeze
Olivier Fabre <off@free.fr>

Re: lock & freeze
Olivier Fabre <off@free.fr>

Re: lock & freeze
Hans-Joerg Frieden <Hans-JoergF@hyperion-entertainment.com>

lock & freeze
Olivier Fabre <off@free.fr>

Re: lock & freeze
Olivier Fabre <off@free.fr>

Re: Re: lock & freeze
Thomas Frieden <ThomasF@hyperion-entertainment.com>

Re: Re: lock & freeze
Thomas Frieden <ThomasF@hyperion-entertainment.com>

Re: Voodoo3 & Mediator4000
=?iso-8859-1?Q?R=E9gis?= Garruchet <garruche@club-internet.fr>

Re: Voodoo3 & Mediator4000
Thomas Frieden <ThomasF@hyperion-entertainment.com>

Re: Voodoo3 & Mediator4000
"Thomas Frieden" <ThomasF@hyperion-entertainment.com>

Re: Voodoo3 & Mediator4000
Thomas Frieden <ThomasF@hyperion-entertainment.com>

Voodoo3 & Mediator4000
"Chris Lamb" <chris.lamb4@ntlworld.com>

1.2 08920.001

Subject: GLquake 68k
From: Martin Nuttall <m.nuttall@ukonline.co.uk>
Date: Sun, 02 Jun 2002 21:49:42 +0100

Hello,

I am having an odd problem with glquake on my 4000 060 Permedia2 100meg setup.

This is that i get a letter box view of the screen mode i select which was 640x 480 and so am missing the bottom and top of the display but not the sides.

Running cgx v4 /cgxsystem.library is v42.1

Any clues anyone ?

Kind regards

--

Martin Nuttall

A4000, Cyberstorm mk3 060, 8x bsc scsi cdrom , 114 meg, PFS3 Cybervision PPC gfx ←
card, Ilyama Pro 410, Pace Solo modem with mfc3.

1.3 08889.001

Subject: Re: Re: triangle strips.

From: Thomas Frieden <ThomasF@hyperion-entertainment.com>

Date: Sat, 04 May 2002 13:54:36 +0200

Hi,

Michal Wozniak wrote:

> well i'm not using W3D_DrawTriStrip at all. all i'm using is
> vertexarrays. i'm just asking if (in this case) calling
> W3D_DrawElements() 600 times whouln't kill the performance gain. this
> can be eliminated by using strip merging. (i think every stripifier
> supports it). it creates invisible triangle to merge 2 strips. only
> question is that if it won't influence fillrate(well this tri is
> invisible, but...). but i think this should be the best way to go,
> because it will be 600*(10+2)+600*2 vertices to transfer, instead of
> 6000*3 (of vcourse if everything is onscreen). What do You think?

Drawing completely transparent triangles takes time, even though it's not visible, of course. I'd suggest you try to enable the alpha test, and set a very small reference value. That way, it should reject the pixels very early in the pipeline, and this should preserve some fillrate.

Alpha test is fully supported by the Voodoo 3, and it works on the Permedia 2 when texture mapping is enabled.

> i knew it;) i think i'm gonna write some functions for the simpliest
> case and test it.

I fear that's the only possibilty ...

Regards,

--

Thomas Frieden
Senior Developer, Hyperion Entertainment
ThomasF@hyperion-entertainment.com
<http://www.hyperion-entertainment.com>

1.4 08829.001

Subject: Re: Texture mapping problem
From: "Robert Kihl" <robert@snarl-up.com>
Date: Wed, 5 Mar 2003 21:03:45 +0100

You wrote:

> I am having trouble getting texture mapping to work in Warp3D. I have
> enabled W3D_TEXMAPPING, but it seems like nothing is drawn. When I
> disable texture mapping, I see the triangle I was trying to draw. Any
> ideas what could cause this? Here is a relevant sample of my code:
>
> [snip: code]

I couldn't see anything wrong with the code. I have couple of ideas what could be ←
wrong, but they might not be too good :o)

Maybe you should set the alpha value of each vertex to 1? ...don't think it should ←
matter here though since you don't do blending.

Might need to disable backface culling, or set it to the order that you draw the ←
triangle. But I think that should remove the triangle when not doing ←
texturemapping also...?

Try to diable perspective mapping.

Not much help eh? :) ...I bet the Friedens have better ideas.

Cya

--

Robert Kihl

1.5 08899.008

Subject: Re: Silhouette rendering
From: Paul Qureshi <paul@world3.net>
Date: Tue, 14 May 2002 19:35:40 +0100

Hi Oliver.

> have you thought about toonSHADING yet?

Yes, I have :)

I actually implemented this shading method for my major project at university, which I finished a few weeks ago. The problem is, to use it for outlines, you need to quite highly detailed models. It also tends to make them look a bit 'fat'. However, when you just use it for two or three tone shading and do the outlines some other way, it looks great.

Regards,
Paul

--

```
.- world3.net ----- .-----  
| amimpc.world3.net           | Amiga in-car MP3 player   |  
| www.amigasupport.org.uk    | Amiga Support Association |  
'-----^-----'
```

1.6 08899.007

Subject: Re: Re: Silhouette rendering
From: Alan Buxey <almb@mssl.ucl.ac.uk>
Date: Tue, 14 May 2002 17:18:07 +0100

hi,

> The question is, how do you calculate something like that? Finding the
> two vertices that make up an edge is not too hard, but how do you then
> figure out what constitutes the outline? Perhaps scaling the object up a
> little and rendering it in black would work, or generating new polygons
> between the edge of the normal size and larger size model...

make the original object black and then fill the faces with colour (but
dont fill all the face - ie calculate the polygon to 'cover' the black sides?

alan

1.7 08899.006

Subject: Re: Silhouette rendering
From: Oliver Dittrich <oliver.dittrich@tu-clausthal.de>
Date: Tue, 14 May 2002 16:43:04 +0200

hi,

have you thought about toonSHADING yet? i think it's the most common used
technique to do silhouettes, not exactly the same effect than what you
described, but very similar by much lower programming efford.. you have to
detect nothing, all is done by a envmap which is coloured by your "filling"
color and has a black outter area around in circle shape.. it's a bit hard
to describe for me is my english is not the best, but take a look in texture
coordinate generation for envmaps (not cubic) and you should see that the
more the normals of your object tend to 90degrees from your viewing vector
the the nearer they come to the black area in your envmap (until they hit it
and you have a nice black out"line") this has two more advantages (not only
the fact that all of em happen for no cost):

1. you could add a third colored ring in your texture that produces a nice shadow effekt and:
2. it "detects" not only the outlines but all areas that tend to have a very flat angle to the camera, what is in fact in cartoons also lines "in" the object..

try it out, easy and good looking 8)

bye
olli

1.8 08899.005

Subject: Re: Silhouette rendering
From: Paul Qureshi <paul@world3.net>
Date: Tue, 14 May 2002 15:21:29 +0100

Hi Michal.

> well, if you want, you can tak a look at :

<snip>

Thanks, looks good... perhaps this is the solution. Thinking about it, if you sorted all the edges into order by vertex number, you could dynamically find all the joining edges and render them with correct joints. It might be costly though.

Regards,
Paul
--

```
.- world3.net -----.  
| amimpc.world3.net      | Amiga in-car MP3 player  |  
| www.amigasupport.org.uk | Amiga Support Association |  
'-----'^-----'
```

1.9 08899.004

Subject: Re: Silhouette rendering
From: Paul Qureshi <paul@world3.net>
Date: Tue, 14 May 2002 15:18:32 +0100

Hi Alan.

>> of the edge of the object rather than a line. What I am trying to
>> figure out, is how can I create that kind of outline?

> put a black polygon behind that is 2 or so pixels bigger all around
> than the object that is in-front of it?

That is kind of what it looks like they did. Take a look at these screenshots:

<http://www.gamespot.co.uk/stories/screens/0,2160,2024666-78,00.html>
<http://www.gamespot.co.uk/stories/screens/0,2160,2024666-25,00.html>

On the first, you can clearly see the square edges...

The question is, how do you calculate something like that? Finding the two vertices that make up an edge is not too hard, but how do you then figure out what constitutes the outline? Perhaps scaling the object up a little and rendering it in black would work, or generating new polygons between the edge of the normal size and larger size model...

Regards,
Paul

--

```
.- world3.net ----- .-----  
| amimpc.world3.net       | Amiga in-car MP3 player   |  
| www.amigasupport.org.uk | Amiga Support Association |  
'-----^-----'
```

1.10 08899.003

Subject: Re: Silhouette rendering
From: Michal Wozniak <wozniak_m@mail.gwl.koszalin.tpnet.pl>
Date: Tue, 14 May 2002 11:47:36 +0200

Hello

On 14-Maj-02 Paul Qureshi wrote:

> What I am trying to figure out, is how can I create that
> kind of outline?

> Any ideas? :)

well, if you want, you can tak a look at :

[http://www.flipcode.com/cgi-bin/msg.cgi?showThread=COTD-TexturedLinesInD3D&forum= ↵cotd&id=-1](http://www.flipcode.com/cgi-bin/msg.cgi?showThread=COTD-TexturedLinesInD3D&forum=↵cotd&id=-1)

it is for d3d, but it should be quite easy to transform it into opengl.

> Regards,
> Paul

Regards

--

```
// Michal "Kierownik" Wozniak  
// e-mail: wozniak_m@interia.pl  
// Graphics Programming
```

Muzyka dla Twoich uszu... >>> <http://link.interia.pl/f15ae>

1.11 08899.002

Subject: Re: Silhouette rendering
From: Alan Buxey <almb@mssl.ucl.ac.uk>
Date: Tue, 14 May 2002 09:54:48 +0100

hi,

> of the edge of the object rather than a line. What I am trying to figure
> out, is how can I create that kind of outline?

put a black polygon behind that is 2 or so pixels bigger all around than
the object that is in-front of it?

..playing my DC again last night....still VERY impressed by what it can do
in games

alan

1.12 08899.001

Subject: Silhouette rendering
From: Paul Qureshi <paul@world3.net>
Date: Tue, 14 May 2002 00:27:52 +0100

Hi.

Cartoon rendering has become quite popular recently, for example it has
been used in games like Wacky Races and on TV for adverts and a Robbie
Williams music video. Part of the process is silhouette edge detection and
rendering, which basically draws the pen lines that artists use for
colouring (the black lines around objects).

There are many ways of rendering these lines, for example by rendering
all backfacing polygons in wireframe mode, or by detecting where a
polygon edge is part of the objects outline. The problem is, no matter
what method you use, there is always the problem of line joins. When you
have two fairly thick lines meeting up at different angles, because
their ends are square you get a sort of triangle cut out when it should
be a complete line. In the ASCII art below, you can see it at the top of
the shape:

```
## ##  
#####  
#####  
####   ####  
####   ####
```

```
####      ####
```

The gap on the first row should not be there... it's kind of hard to explain. I could do some diagrams on a web page if it would help. Anyway, some software gets around the problem somehow, for example Jet Set Radio. If you look closely at some screenshots (I can supply a good one) the line joints are not there, in fact it looks like an extension of the edge of the object rather than a line. What I am trying to figure out, is how can I create that kind of outline?

Any ideas? :)

Regards,
Paul

```
--
```

```
.- world3.net ----- .-----
| amimpc.world3.net      | Amiga in-car MP3 player  |
| www.amigasupport.org.uk | Amiga Support Association |
\-----^-----/
```

1.13 08811.001

Subject: Fogging with flatshaded faces.
From: Michal Wozniak <wozniak_m@mail.gwl.koszalin.tpnet.pl>
Date: Tue, 15 Feb 2022 14:36:31 +0200

Yellow,

If I get it right, fogging is applied according to the W coordinate. So, how to pass it when drawing flatshaded faces with vertexarrays? Do I have to use TexCoord() function?

And one more. Is gouraud shading significantly slower than flat shading (single colour) on Permedia?

Regards.

```
--
```

```
// Michal "Kierownik" Wozniak
// Graphics Programming
```

```
-----
>>>> Czy Gandalf wyczaruje Ci koszulke? >>>>
http://wladcapierscieni.interia.pl
```

1.14 08912.004

Subject: Re: lock & freeze
From: Olivier Fabre <off@free.fr>
Date: Sun, 26 May 2002 23:53:14 +0200

hmmmmmmmm...

On 26-mai-02, Hans-Joerg Frieden, you wrote:

>> If I output some debug while the hardware is locked (via
>> mglLockDisplay(), which is to say W3D_LockHardware() IIRC), then the
>> whole system freezes.

> No surprise really. I think it is mentioned in the autodocs, too :-)

W3D_LockHardware() forbids multitasking, so nothing can draw anything
while hardware is locked; but SPrintf() / KPutStr() do re-enable
multitasking ?

--

Scalos source code? Comments? Hee hee! You're in for a treat ;)
-- Matt Sealey

1.15 08912.003

Subject: Re: lock & freeze
From: Olivier Fabre <off@free.fr>
Date: Sun, 26 May 2002 23:47:37 +0200

'lo Hans-Joerg :)

>> I don't understand why, since in theory this is Sashimi which is
>> displaying the debug text, not my own program...

> That does not matter. The whole graphics system is locked, and that
> means that nothing can do anything at all. During a LockBitMap(), any
> Text output results in a complete hangup, no matter who or what
> outputs. Same goes for any graphics operation that may lock something.

But I can run my programs in windowed mode while other programs are
displaying stuff on the WB and it doesn't lock... (fortunately)

> Yes. CyberGraphX locks the bitmap (in W3D_LockHardware()). You call
> Text(). It locks up. I'm afraid it is that easy :-(

I am not calling Text(), AFAIK.. Sashimi is...
At least IIUC Sashimi's doc.

> There are two possibilities. Number one is using an external terminal.

Of course, but I don't have the room for that. :-\

> Number two is using the program "mungfriend". It should be on Aminet.
> Mungfriend is like Sushi or Sashimi, but it captures the output
> reset-proof in a ram buffer. You can even examine the output after the

> program has crashed and the system rebooted. *Very* handy :-)

That's exactly what Sashimi does.

From sashimi's doc:

Standard serial debugging output and Enforcer output go into Sashimi's circular buffer, where it is noticed by the Sashimi process and written to the output window. The Sashimi process is signalled whenever a carriage return or linefeed comes through kprintf().

Grmbl...

--

Warning 175: This code is weird.

<http://www.guru-meditation.net/> the French Amiga programming site (in French, too)

1.16 08912.002

Subject: Re: lock & freeze

From: Hans-Joerg Frieden <Hans-JoergF@hyperion-entertainment.com>

Date: Sun, 26 May 2002 23:13:16 +0200

Olivier Fabre wrote:

>Hello

>

>

Hi!

>I'm using SPrintf() or KPutStr() to display debug info via Sashimi in my
>programs.

>If I output some debug while the hardware is locked (via
>mglLockDisplay(), which is to say W3D_LockHardware() IIRC), then the
>whole system freezes.

>

No surprise really. I think it is mentioned in the autodocs, too :-)

>I don't understand why, since in theory this is Sashimi which is
>displaying the debug text, not my own program...

>

>

That does not matter. The whole graphics system is locked, and that means that nothing can do anything at all. During a LockBitMap(), any Text output results in a complete hangup, no matter who or what outputs. Same goes for any graphics operation that may lock something.

>Can someone explain this locking problem to me ?

>

Yes. CyberGraphX locks the bitmap (in W3D_LockHardware()). You call Text(). It locks up. I'm afraid it is that easy :-)

>And maybe you have got some smart way to output debug info while the
>display is locked...

>

>

There are two possibilities. Number one is using an external terminal. If you have a network card, you can use AmiTCP's TCP: device to redirect Sashimi's output (or Sushi) to a tcp port and capture that from e.g. a linux box, or you could use a terminal program.

Number two is using the program "mungfriend". It should be on Aminet. Mungfriend is like Sushi or Sashimi, but it captures the output reset-proof in a ram buffer. You can even examine the output after the program has crashed and the system rebooted. *Very* handy :-)

Regards,

--

Hans-Joerg Frieden
Senior Software Developer, Hyperion Entertainment
Mail: Hans-JoergF@hyperion-software.de
Web: <http://www.hyperion-entertainment.com>

1.17 08912.001

Subject: lock & freeze
From: Olivier Fabre <off@free.fr>
Date: Sun, 26 May 2002 22:12:05 +0200

Hello

I'm using SPrintf() or KPutStr() to display debug info via Sashimi in my programs.

If I output some debug while the hardware is locked (via mglLockDisplay(), which is to say W3D_LockHardware() IIRC), then the whole system freezes.

I don't understand why, since in theory this is Sashimi which is displaying the debug text, not my own program...

Can someone explain this locking problem to me ?
And maybe you have got some smart way to output debug info while the display is locked...

Thanks..

1.18 08912.007

Subject: Re: lock & freeze
From: Olivier Fabre <off@free.fr>
Date: Mon, 27 May 2002 06:03:30 +0200

'lo Thomas,

Sorry for the noise, my problem isn't with Sashimi (its RAM buffer is working perfectly - I've checked in the source :)) but it is a crash in `glDrawElements()`... graaaaah...

But anyway FYI:

On 27-mai-02, Thomas Frieden, you wrote:

```
> No, you aren't, but you are causing it. You are calling a function
> (Sprintf) that in turn causes sashimi to print. As Sprintf does not
> return until the characters are transmitted, and Sashimi can't print
> them until you release the lock, there's a deadlock.
```

The patch applied to `RawPutChar()` by Sashimi writes the chars to a RAM buffer.

`RawPutChar()` `Signal()`s Sashimi's process every time it writes a newline char.

Then Sashimi's process writes the contents of the buffer into the window.

`RawPutChar()` doesn't wait for Sashimi to print the chars.

Thanks for your assistance

--

Warning 175: This code is weird.

<http://www.guru-meditation.net/> the French Amiga programming site

1.19 08912.006

Subject: Re: Re: lock & freeze

From: Thomas Frieden <ThomasF@hyperion-entertainment.com>

Date: Mon, 27 May 2002 02:23:12 +0200

Hi,

Olivier Fabre wrote:

```
> But I can run my programs in windowed mode while other programs are
> displaying stuff on the WB and it doesn't lock... (fortunately)
```

That's because they are relying on you to free the lock. They do similar locks, and are blocked until you free the lock you have. If you would just call `LockHardware`, and nothing else anymore, all other activity would stop.

```
>> Yes. CyberGraphX locks the bitmap (in W3D_LockHardware()). You call
>> Text(). It locks up. I'm afraid it is that easy :-(-
>
> *I* am not calling Text(), AFAIK.. Sashimi is... At least IIUC
> Sashimi's doc.
```

No, you aren't, but you are causing it. You are calling a function (`Sprintf`) that in turn causes sashimi to print. As `Sprintf` does not return until the characters are transmitted, and Sashimi can't print them until you release the lock, there's a deadlock.

```
>> There are two possibilities. Number one is using an external
>> terminal.
>
> Of course, but I don't have the room for that. :-\
```

This can also be a terminal program on another machine.

```
>> Number two is using the program "mungfriend". It should be on
>> Aminet. Mungfriend is like Sushi or Sashimi, but it captures the
>> output reset-proof in a ram buffer. You can even examine the output
>> after the program has crashed and the system rebooted. *Very* handy
>> :-)
>
> That's exactly what Sashimi does.
```

No, look carefully: Hans-J=F6rg said "capture the output in a ram buffer". Sushi and Mungfriend can do that. I bet Sashimi can do that too..

```
>> From sashimi's doc:
>
> Standard serial debugging output and Enforcer output go into
> Sashimi's circular buffer, where it is noticed by the Sashimi process
> and written to the output window. The Sashimi process is signalled
> whenever a carriage return or linefeed comes through kprintf().
```

The key phrase is "written to the output window". That just doesn't work. This is unfortunately a reality on the current Amiga RTG systems, and in *no* way related to Warp3D. You can "achieve" the same effect by locking a bitmap through LockBitMapTags. Try it: Open a window, lock it's bitmap, and print something to the shell... It will deadlock...

Or even more simple: Try to lock two bitmaps from the same program. Same effect. Try locking one bitmap each in two concurrent thrads: It will work (that's the effect when you run Warp3D programs in Window mode with other programs running in the background).

Regards,

--=20

Thomas Frieden
Senior Developer, Hyperion Entertainment
ThomasF@hyperion-entertainment.com
<http://www.hyperion-entertainment.com>

1.20 08912.005

Subject: Re: Re: lock & freeze
From: Thomas Frieden <ThomasF@hyperion-entertainment.com>
Date: Mon, 27 May 2002 02:13:56 +0200

Hi,

Olivier Fabre wrote:

```
>>>If I output some debug while the hardware is locked (via
>>>mgLockDisplay(), which is to say W3D_LockHardware() IIRC), then the
>>>whole system freezes.
>>
>
>>No surprise really. I think it is mentioned in the autodocs, too :-)
```

No, LockHardware does *not* forbid multitasking. It just locks a certain semaphore. So if your tasks causes anything that causes another task to lock that semaphore again, the other task is waiting for the semaphore to become available, while your task is waiting on the other task to get it's stuff done, which is waiting on your task.

Neither SPrintf nor KPutStr have anything to do with that. You call these functions, and they in turn cause Sashimi output. But the sashimi output will not happen without you releasing the lock, and the SPrintf will not return until sashimi is done... a classical deadlock.

Regards,

--

Thomas Frieden
Senior Developer, Hyperion Entertainment
ThomasF@hyperion-entertainment.com
<http://www.hyperion-entertainment.com>

1.21 08917.002

Subject: Re: Voodoo3 & Mediator4000
From: =?iso-8859-1?Q?R=E9gis?= Garruchet <garruche@club-internet.fr>
Date: Fri, 31 May 2002 18:19:50 +0100

Hello Thomas

> I have always been here ;)

My god, are you a vorlon ;-)

1.22 08917.001

Subject: Re: Voodoo3 & Mediator4000
From: Thomas Frieden <ThomasF@hyperion-entertainment.com>
Date: Fri, 31 May 2002 17:03:53 +0200

Hi,

Chris Lamb wrote:

> Yeah I have a FPU which I fitted myself. Syssspeed shows it running at 9Mhz
> for some mad reason, but as I say Im just playing around with Warp3D as it
> would have ben nice to see it atleast do something (if a bit slow) on an
> 030. This 030 isnt my main CPU it was salvaged for use when my 060/PPC died.
> Was just wondering if there was any env-vars I had to set for it to run on
> Mediator4000 and Voodoo3.

Well, it should run when you install it. No env-vars needed...

> Thnx for the help btw. Is nice to see Thomas on here. ;)

I have always been here ;)

Regards,

--

Thomas Frieden
Senior Developer, Hyperion Entertainment
ThomasF@hyperion-entertainment.com
<http://www.hyperion-entertainment.com>

1.23 08916.003

Subject: Re: Voodoo3 & Mediator4000
From: "Thomas Frieden" <ThomasF@hyperion-entertainment.com>
Date: Fri, 31 May 2002 13:34:25 +0100

----- Original Message -----

From: "Thomas Frieden" <ThomasF@hyperion-entertainment.com>
To: <3dworld-list@haage-partner.com>
Sent: Friday, May 31, 2002 11:10 AM
Subject: Re: [3DWorld] Voodoo3 & Mediator4000

> I'm afraid there's no guarantee that Warp3D even runs with an 030. It
> might, if you have an FPU, but it will be utterly slow...

>

>

> Btw, with that signature, watch out not to show up in NewsNet... They
> will roast you alive with that ;)

>

>

> Regards,

> --

> Thomas Frieden

Yeah I have a FPU which I fitted myself. Syssspeed shows it running at 9Mhz for some mad reason, but as I say Im just playing around with Warp3D as it would have ben nice to see it atleast do something (if a bit slow) on an

030. This 030 isnt my main CPU it was salvaged for use when my 060/PPC died. Was just wondering if there was any env-vars I had to set for it to run on Mediator4000 and Voodoo3.

Thnx for the help btw. Is nice to see Thomas on here. ;)

Regards
Chris

1.24 08916.002

Subject: Re: Voodoo3 & Mediator4000
From: Thomas Frieden <ThomasF@hyperion-entertainment.com>
Date: Fri, 31 May 2002 12:10:01 +0200

Hi,

Chris Lamb wrote:

> at present my cpu is only an 030/25Mhz as my PPC is in DCE (Dead CyberStorm
> Eaters)

I'm afraid there's no guarantee that Warp3D even runs with an 030. It might, if you have an FPU, but it will be utterly slow...

Btw, with that signature, watch out not to show up in NewsNet... They will roast you alive with that ;)

Regards,
--

Thomas Frieden
Senior Developer, Hyperion Entertainment
ThomasF@hyperion-entertainment.com
<http://www.hyperion-entertainment.com>

1.25 08916.001

Subject: Voodoo3 & Mediator4000
From: "Chris Lamb" <chris.lamb4@ntlworld.com>
Date: Fri, 31 May 2002 06:26:12 +0100

Hi,

I have just installed a Voodoo3 PCI into my system and am in the process of upgrading further.
I installed Warp3d v4.2a and and trying to figure out the settings to test a few w3d demos on my system.

at present my cpu is only an 030/25Mhz as my PPC is in DCE (Dead CyberStorm

Eaters)

Just wandering if it was possible to play around with the settings to get the demos to run on my system with just an 030 Mediator 4000 and my Voodoo3?

any help will do thnx

chris.lamb4@ntlworld.com
lappyhappy@hotmail.com

This is the end stop reading!

Honestly if you've got this far you need your head seeing to!

My god give up!

Well atleast you know your scroll bar works !!!

Honest this is really the end!
