

mails

COLLABORATORS

	<i>TITLE :</i> mails	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		August 13, 2022

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

mails

1.1 main

3D World Mailing List Archive

November 2001

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

Re: info 3d
Alessandro Braccini <alex_dran@libero.it>

Z buffer saga continues.
Michal Wozniak <wozniak_m@mail.gwl.koszalin.tpnet.pl>

3D engine hanging
Alexander Weber <alexwe@alexwe.de>

Re: 3D engine hanging
Thomas Frieden <ThomasF@hyperion-entertainment.com>

Re: 3D engine hanging
Alexander Weber <alexwe@alexwe.de>

Re: 3D engine hanging
DJNick <djnick@ptt.yu>

Re: Warp3D problems
"Herbert Klackl" <hak@vip.at>

Re: Warp3D problems
Alan Buxey <almb@mssl.ucl.ac.uk>

Re: Warp3D problems
"Herbert Klackl" <hak@vip.at>

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"Herbert Klackl" <hak@vip.at>

Re: Re: Warp3D problems
"Herbert Klackl" <hak@vip.at>

Re: Warp3D problems
Alan Buxey <almb@mssl.ucl.ac.uk>

Re: Warp3D problems
Hans-Joerg Frieden <Hans-JoergF@hyperion-entertainment.com>

Re: Warp3D problems
Alkis Tsapanidis <dial@otenet.gr>

Warp3D problems
"Herbert Klackl" <hak@vip.at>

Re: Locks with Voodoo3
Hans-Joerg Frieden <Hans-JoergF@hyperion-entertainment.com>

Locks with Voodoo3
"Herbert Klackl" <hak@vip.at>

Re: warp3D and env vars for mediator+voodoo
Hans-Joerg Frieden <Hans-JoergF@hyperion-entertainment.com>

warp3D and env vars for mediator+voodoo
Jan-Erik Karlsson <trg@privat.utfors.se>

1.2 08706.001

Subject: Re: info 3d
From: Alessandro Braccini <alex_dran@libero.it>
Date: Thu, 01 Nov 2001 13:54:39 +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.2014471296.2
Content-Type: text/plain

Hello all!

Despite the last advices (very good) the example still not work!!!

Can you help me, one more time, please????

thank you
Alessandro Braccini

(sorry i have forgotten the source)

--BOUNDARY.2014471296.2

Content-Type: text/plain; charset=iso-8859-1; name="Example.c"

Content-Disposition: attachment; filename="Example.c"

Content-Transfer-Encoding: quoted-printable

```
#include <stdio.h>
#include <clib/exec_protos.h>
#include <clib/intuition_protos.h>
#include <clib/dos_protos.h>
#include <clib/asl_protos.h>
#include <clib/Warp3D_protos.h>
#include <fd/Warp3D.h>

#ifdef __STORM__
#pragma msg 193 ignore
#pragma msg 93 ignore
#endif

// #include <clib/cybergraphics_protos.h>
// #include <proto/cybergraphics.h>
// #include <pragmas/cybergraphics_pragmas.h>
// #include <cybergraphics/cybergraphics.h>

// PROTOTIPIZZAZIONE DELLE FUNZIONI
int HandleAll(BOOL);
int ReqMessage(char*, char*, char*);
void doErr(int);

struct Library *Warp3DBase=3DNULL;
struct Library *IntuitionBase=3DNULL;
struct Library *AslBase=3DNULL;
struct Library *CyberGfxBase=3DNULL;
struct Screen *screen1=3DNULL;
struct Window *window1=3DNULL;
struct BitMap *bitmap1=3DNULL;
struct ScreenModeRequester *SMR1=3DNULL;

ULONG ModeID, format, CError, Wx, Wy;
UBYTE *ver=3D"$VER: 3DExample by AlexDran v1.1\0";
char *Errs[6]=3D{"Error: Could not open Warp3D.library",
                "Error: No driver available!!!!",
                "Error: Some problems with libraries",
                "Error: Unable to open window",
                "Error: Unable to create context",
                "Error: Unable to open screen"};
BOOL wb=3DFALSE, HWDriver=3DFALSE, SWDriver=3DFALSE, wbmode=3DFALSE;
```

```
W3D_Driver **drivers;

W3D_Context *context1=3DNULL;
struct TagItem contextTags1[]=3D{
    W3D_CC_MODEID, NULL,
    W3D_CC_BITMAP, NULL,
    W3D_CC_YOFFSET, NULL,
    W3D_CC_DRIVERTYPE, W3D_DRIVER_BEST,
    W3D_CC_DOUBLEHEIGHT, W3D_TRUE,
    W3D_CC_FAST, W3D_TRUE,
    TAG_DONE, NULL};
struct TagItem smTags1[]=3D{
    ASLSM_InitialDisplayID, 0x50011100,
    ASLSM_InitialDisplayWidth, 640,
    ASLSM_InitialDisplayHeight, 480,
    //ASLSM_DoWidth, TRUE,
    //ASLSM_DoHeight, TRUE,
    TAG_DONE, NULL};
struct TagItem wsmTags1[]=3D{
    W3D_SMR_TYPE, W3D_DRIVER_3DHW,
    W3D_SMR_SIZEFILTER, TRUE,
    W3D_SMR_DESTFMT, ~W3D_FMT_CLUT,
    ASLSM_MinWidth, 640,
    ASLSM_MaxWidth, 641,
    ASLSM_MinHeight, 480,
    ASLSM_MaxHeight, 481,
    TAG_DONE};

int main (int argc, char *argv[])
{
    int R;
    if (!(R=3DHandleAll(TRUE)))
    {
        Delay(100);

    }
    else if (R>0) doErr(R);
    HandleAll(FALSE);
    return(0);
}

void wbmain(struct WBStartup *argmsg)
{
    wb=3DTRUE;
    main(NULL, NULL);
}

int HandleAll(BOOL Operation)
{
    int Result=3DNULL;
    ULONG flags=3DNULL;
    if (Operation)
    {
        Warp3DBase=3D(struct Library*)OpenLibrary("Warp3D.library", 0L);
        if (Warp3DBase)
        {
            flags=3DW3D_CheckDriver();
        }
    }
}
```

```

        if (flags & W3D_DRIVER_3DHW) HWDriver=3DTRUE;
        if (flags & W3D_DRIVER_CPU) SWDriver=3DTRUE;
        if (flags=3D=3D0) Result=3D2;

        drivers=3DW3D_GetDrivers();

        format=3DW3D_GetDestFmt();
    }
    else Result=3D1;
    IntuitionBase=3D(struct Library*)OpenLibrary("intuition.library",=
37L);
    AslBase=3D(struct Library*)OpenLibrary("asl.library",38L);
    CyberGfxBase=3D(struct Library*)OpenLibrary("cybergraphics.librar=
y",40L);
    if (!(IntuitionBase || CyberGfxBase || AslBase)) Result=3D3;

    if (wbmode)
    {
        screen1=3DLockPubScreen("Workbench");
        if (screen1) {Wx=3D(screen1->Width)*2/3;Wy=3D(screen1->Height=
)*2/3;}

        else {Wx=3D500;Wy=3D400;}
        if (screen1) UnlockPubScreen("Workbench",screen1);
    }
    else
    {
        //ModeID=3DW3D_RequestMode(wsmTags1);

        SMR1=3DAllocAslRequest(ASL_ScreenModeRequest,smTags1);
        if (AslRequest(SMR1,NULL))
        {
            if (!(screen1=3DOpenScreenTags(NULL,
                SA_Width,SMR1->sm_DisplayWidth,
                SA_Height,(SMR1->sm_DisplayHeight)*2,=

                SA_DisplayID,SMR1->sm_DisplayID,
                SA_ShowTitle,FALSE,
                SA_Draggable,FALSE,
                TAG_DONE))) Result=3D6;

            if (Result!=3D6)
            {
                Wx=3Dscreen1->Width;
                Wy=3Dscreen1->Height;
                contextTags1[0].ti_Data=3D(ULONG)SMR1->sm_DisplayID;
                contextTags1[2].ti_Data=3D(ULONG)SMR1->sm_DisplayHeig=
ht;

            }
            else
            {
                Wx=3D640;
                Wy=3D480;
            }
        }
        else Result=3D-1;
    }
}

```



```

if (Result=3D=3D0)
{
    if (!(window1=3DOpenWindowTags (NULL,
                                    WA_Width,Wx,
                                    WA_Height,Wy,
                                    WA_Left,0,
                                    WA_Top,0,
                                    WA_CustomScreen, (ULONG) screen1,
                                    WA_Activate,TRUE,
                                    WA_Title,NULL,
                                    WA_CloseGadget,FALSE,
                                    WA_Backdrop,TRUE,
                                    WA_Borderless,TRUE,
                                    WA_IDCMP, IDCMP_CLOSEWINDOW|IDCMP_=
VANILLAKEY|IDCMP_RAWKEY|IDCMP_MOUSEBUTTONS|IDCMP_MOUSEMOVE|IDCMP_DELTAMOV=
E,
                                    WA_Flags,WFLG_REPORTMOUSE|WFLG_RM=
BTRAP,
                                    TAG_DONE))) Result=3D4;

    if (Result=3D=3D0)
    {
        bitmap1=3Dwindow1->RPort->BitMap;
        //bitmap1=3Dscreen1->BitMap;
        contextTags1[1].ti_Data=3D (ULONG) bitmap1;
        context1=3DW3D_CreateContext (&CError,contextTags1);

        if (!(context1)) {Result=3D5; printf("%d\n",CError);}
    }
}
else
{
    if (context1) W3D_DestroyContext (context1);
    if (SMR1) FreeAslRequest (SMR1);
    if (window1) CloseWindow (window1);
    if ((screen1)&&(!wbmode)) CloseScreen (screen1);
    if (Warp3DBase) CloseLibrary ((struct Library*)Warp3DBase);
    if (CyberGfxBase) CloseLibrary ((struct Library*)CyberGfxBase);
    if (IntuitionBase) CloseLibrary ((struct Library*)IntuitionBase);
    if (AslBase) CloseLibrary ((struct Library*)AslBase);
}

return (Result);
}

int ReqMessage (char *wt, char *txt, char *gdt)
{
    BOOL Result=3DNULL;
    if (IntuitionBase)
    {
        struct EasyStruct EasyReq1=3D{sizeof (struct EasyStruct),NULL,wt,t=
xt,gdt};
        Result=3DEasyRequest (NULL, &EasyReq1, NULL, NULL);
    }
    return (Result);
}

```

```
void doErr(int R)
{
    if (wb) ReqMessage ("Error",Errs[R-1],"Ok");
    else printf("%s\n",Errs[R-1]);
}
```

--BOUNDARY.2014471296.2--

1.3 08709.001

Subject: Z buffer saga continues.
From: Michal Wozniak <wozniak_m@mail.gwl.koszalin.tpnet.pl>
Date: Mon, 05 Nov 2001 16:24:01 +0200

Yellow,

Some time ago I have been asking for proper implementation of zbuffering.

Now when I have it working I have another question: Why it doesn't work the way as it should? I mean I'm getting very innacurate results with even relatively small zbuffer ranges. So I have lookd into minigl sources, and saw some strange formulas;) They are not using the way warptest uses but some others. Could someone explain it to me step by step, hot it should be done because I'm out of ideas (Even tried double for zbuffering, but only small improvement).

Regards.

--

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

Na dworze wichura, deszcz wali o szyby...
Zobacz, jak przygotowac grzane wino.
<http://www.polki.interia.pl/mistrzyni/porady>

1.4 08716.001

Subject: 3D engine hanging
From: Alexander Weber <alexwe@alexwe.de>
Date: Sun, 11 Nov 2001 23:11:59 +0100

Hello.

I have written a little 3D engine that is directly using Warp 3D. It is

working fine, except that it hangs after a while, especially in higher resolutions (in 640x480 after ca. 2 minutes, in 800x600 in less than a minute). I wonder if this is a known problem, because when new Warp3D programs are released, they often also tend to hang after a while and after an update they are working fine (this was for example the case with Payback). I don't want to post the source code of my engine here, because I think it's too complicated, but I can send an executable example to anybody who wants it.

Could the problem have something to do with drawing over the screen border? When I started experimenting with Warp3D, I used no clipping and the computer crashed very often. Now I'm using clipping, but there could still be cases where graphics are drawn a little bit over the border because of rounding errors.

Bye,

Alexander.

1.5 08716.002

Subject: Re: 3D engine hanging
From: Thomas Frieden <ThomasF@hyperion-entertainment.com>
Date: Mon, 12 Nov 2001 00:19:39 +0100

Hi,

Alexander Weber wrote:

>Could the problem have something to do with drawing over the screen border?
>When I started experimenting with Warp3D, I used no clipping and the computer
>crashed very often. Now I'm using clipping, but there could still be cases
>where graphics are drawn a little bit over the border because of rounding
>errors.
>

I doubt that. The chip can only draw in its own memory, it can not even overwrite the registers...

The driver will never write outside the draw region when you enable scissoring. Unfortunately, scissoring is no replacement for clipping (I should add that future version of Warp3D will have clipping... but that's for the next version, which will have a major redesign, anyway...)

Regarding the hangups: The higher the resolution, the slower the rendering, thus the lock is held longer. The longer the lock is held, the higher the probability that something can go wrong.

Unfortunately, the whole problem with bitmap locking is unavoidable. In the future, we might have more interoperability between 2D driver and 3D system, but for now, it's a basic concept...

Regards,

--

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

1.6 08718.001

Subject: Re: 3D engine hanging
From: Alexander Weber <alexwe@alexwe.de>
Date: Wed, 14 Nov 2001 20:48:50 +0100

On 12-Nov-01 Thomas Frieden wrote:

> Regarding the hangups: The higher the resolution, the slower the
> rendering, thus the lock is held longer. The longer the lock is held,
> the higher the propability that something can go wrong.

Thank you. I think this was my problem. I actually did all the calculations during the locking. I have rewritten my engine now, so that the vector transformations are done outside the locking period and at least a simple demo is now working very stable, even at 1024x768. Unfortunately it doesn't draw outside the screen, so I don't know if the engine is also as stable when clipping is used (until I write a more complex example).

By the way, you can download the small demo from

<http://www.alexwe.de/facedemo.lha>
(98035 Bytes, requires PPC)

It is very simple and the engine can do much more, but I think it's rather funny.

Just unpack the archive and start it from the Shell with "face3d". Control with the cursor keys and quit with Esc.

It would be nice if anybody could tell me if it works on other hardware than mine, especially on Voodoo :-). (I have a BVison).

Bye,

Alex.

--

Alexander Weber
alexwe@alexwe.de www.alexwe.de

1.7 08723.001

Subject: Re: 3D engine hanging
From: DJNick <djnick@ptt.yu>
Date: Mon, 19 Nov 2001 14:50:14 +0100

Hello Alexander

On 14-Nov-01, Alexander Weber wrote:

> By the way, you can download the small demo from
>
> <http://www.alexwe.de/facedemo.lha>
> (98035 Bytes, requires PPC)
>
> It is very simple and the engine can do much more, but I think it's rather
> funny.

It works great here :) Hehe :)

Regards

--

<tsb>d.j.nick [d-tronic] / icq: 13794052
<tsb>URLs: <http://www.djnick.com> & <http://www.d-tronic.com>
<tsb>amiga1260T ppc 603e/166mhz; b-vision & 160mb ram; prelude1200; 17" DTK;
<tsb>32xCDrom & CDRW; zip100; 56K US-Robotics; hplj4MPlus & mustek 600 CU

1.8 08731.005

Subject: Re: Warp3D problems
From: "Herbert Klackl" <hak@vip.at>
Date: 26 Nov 2001 23:7:55 +0100

In a message from 26-Nov-01 18:06:40, Alan Buxey wrote:

>> >also, check that HIDE15BIT is not enabled (in the tooltypes or
>> >preferences)
>>
>> I guess, you mean the ENV-setting.

>- its a tooltype option, i'd double-check your monitor icon just in case

Are you sure?

The only HIDE15BIT I know of is a ENV-setting (ENV:CyberGraphX/HIDE15BIT).

I checked the monitor icon too just to be sure but I couldn't find one.

Also if you start the program CyberGraphX (in Prefs) there are two register cards. One with the ENV-Vars (where HIDE15BIT is listed) and one with the tool-types (where HIDE15BIT is not listed).

Bye Herby

1.9 08731.004

Subject: Re: Warp3D problems
From: Alan Buxey <almb@mssl.ucl.ac.uk>
Date: Mon, 26 Nov 2001 17:06:40 +0000 (GMT)

hi,

> >also, check that HIDE15BIT is not enabled (in the tooltypes or
> >preferences)
>
> I guess, you mean the ENV-setting.

- its a tooltype option, i'd double-check your monitor icon just in case

alan

1.10 08731.003

Subject: Re: Warp3D problems
From: "Herbert Klackl" <hak@vip.at>
Date: 26 Nov 2001 17:41:58 +0100

In a message from 26-Nov-01 11:58:26, Hans-Joerg Frieden wrote:

>Herbert Klackl wrote:

>>Shogo locks after starting the first mission (when the camera scrolls above
>>the area to the starting point) however the demo works (at least 640x480).
>>Unfortunately after installing Warp3D I can't select a software renderer any
>>more so I can't play it at all.
>>
>As Alkis suggested, try disabling fog.

As already written, this solved the problem and Shogo is working now.
Strange, because fogging in HereticII looks great (in the Swamps).

>>HereticII works in up to (800x600). It locks if I use 1024x768 in
>>hardwaremode.
>>
>Strange, everything seems to lock in 1024x768. I can play at that
>resolution...

Everything except Payback which runs silky smooth.

>>Wipeout2097 is only playable in Window-mode (if the Workbench has 16 bit). I
>>can't select a screenmode (guess it is looking for a 15bit mode which I
>>don't have). If I enlarge the window to something between 800x600 and
>>1024x768 it also locks.
>>
>Wipeout looks for big endian screenmodes. AFAIK the CyberGraphX Voodoo
>monitor does not give big endian modes.

Not that big of a problem as long as I can play it in window mode.

>>I would also like to thank the Hyperion team for their excellent work in
>>converting good games to the Amiga.
>>
>Thanks. Glad to hear you like them :-)

Since I already preordered/prepaid Freespace at the fair in Cologne, any idea with what I can spend my money now. 8)

Bye Herby

1.11 08731.002

Subject: Re: Warp3D problems
From: "Herbert Klackl" <hak@vip.at>
Date: 26 Nov 2001 17:39:55 +0100

In a message from 26-Nov-01 12:41:39, Alan Buxey wrote:

>hi,

>> >Using CGXMode I can create screens with depth 8, 15/16 or 24 bit.
>> >In the ScreenMode-requester of the WB I can only get 8, 16 and 24 bit
>> >modes does the Voodoo3 not support 15 bit modes?
>> >
>> I don't know, but its quite possible. However, that's a question for
>> Frank Mariak to answer, I don't know.

>also, check that HIDE15BIT is not enabled (in the tooltypes or
>preferences)

I guess, you mean the ENV-setting.

I listed all the important system setting in my original mail (and checked it again just to be sure). It is set to 0.

Bye Herby

1.12 08731.001

Subject: Re: Re: Warp3D problems
From: "Herbert Klackl" <hak@vip.at>
Date: 26 Nov 2001 17:29:53 +0100

In a message from 26-Nov-01 01:56:46, Alkis Tsapanidis wrote:

>Hello Herbert

>On 26-Nov-01, you wrote:

>> Shogo locks after starting the first mission (when the camera scrolls above
>> the area to the starting point) however the demo works (at least 640x480).
>> Unfortunately after installing Warp3D I can't select a software renderer
>> any more so I can't play it at all.

>Disable fogging.

Thanks, that did the trick. Now it works. 8)

Bye Herby

1.13 08730.004

Subject: Re: Warp3D problems
From: Alan Buxey <almb@mssl.ucl.ac.uk>
Date: Mon, 26 Nov 2001 11:41:39 +0000 (GMT)

hi,

> >Using CGXMode I can create screens with depth 8, 15/16 or 24 bit.
> >In the ScreenMode-requester of the WB I can only get 8, 16 and 24 bit modes
> >does the Voodoo3 not support 15 bit modes?
> >
> I don't know, but its quite possible. However, that's a question for
> Frank Mariak to answer, I don't know.

also, check that HIDE15BIT is not enabled (in the tooltypes or preferences)

alan

1.14 08730.003

Subject: Re: Warp3D problems
From: Hans-Joerg Frieden <Hans-JoergF@hyperion-entertainment.com>
Date: Mon, 26 Nov 2001 11:58:26 +0100

Herbert Klackl wrote:

>WarpTest, gears and glsokoban work fine (except when using window mode and
>stretching the size to about 1024x768 then the computer freezes.
>

Shouldn't really happen, but can't be ruled out. This is probably due to the Avenger core logic bug that requires a reset of the chip - chances

are that there are differences between revision.

>Engine doesn't work at all (No ModeID found).

>

Engine requires 15 bit modes. That's not available on the Voodoo.

>Every StormMesa demo gives me a WarpOS exception when using 16bit mode (or
>using window mode on a 16bit Workbench).

>If they work they don't use the hardware accelerator.

>

Yes, I've heard about that. I don't know the reason, but since we're about to update the Mesa port to 4.0 for OS 4 anyway, it wasn't high priority.

>Shogo locks after starting the first mission (when the camera scrolls above
>the area to the starting point) however the demo works (at least 640x480).

>Unfortunately after installind Warp3D I can't select a software renderer any
>more so I can't play it at all.

>

As Alkis suggested, try disabling fog.

>HereticII works in up to (800x600). It locks if I use 1024x768 in
>hardwaremode.

>

Strange, everything seems to lock in 1024x768. I can play at that resolution...

>Freespace demo works (haven't tried much with it though).

>

>Wipeout2097 is only playable in Window-mode (if the Workbench has 16 bit). I
>can't select a screenmode (guess it is looking for a 15bit mode which I don't
>have). If I enlarge the window to something between 800x600 and 1024x768 it
>also locks.

>

Wipeout looks for big endian screenmodes. AFAIK the CyberGraphX Voodoo monitor does not give big endian modes.

>Using CGXMode I can create screens with depth 8, 15/16 or 24 bit.

>In the ScreenMode-requester of the WB I can only get 8, 16 and 24 bit modes
>does the Voodoo3 not support 15 bit modes?

>

I don't know, but its quite possible. However, that's a question for Frank Mariak to answer, I don't know.

>I would also like to thank the Hyperion team for their excellent work in
>converting good games to the Amiga.

>

Thanks. Glad to hear you like them :-)

Regards,

--

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

1.15 08730.002

Subject: Re: Warp3D problems
From: Alkis Tsapanidis <dial@otenet.gr>
Date: Mon, 26 Nov 2001 01:56:46 +0100

Hello Herbert

On 26-Nov-01, you wrote:

> Shogo locks after starting the first mission (when the camera scrolls above
> the area to the starting point) however the demo works (at least 640x480).
> Unfortunately after installind Warp3D I can't select a software renderer any
> more so I can't play it at all.

Disable fogging.

Regards

--

News&Review writer for the /Amiga Sympan Network/
Visit us NOW!!-- www.amiga.sympan.gr --

1.16 08730.001

Subject: Warp3D problems
From: "Herbert Klackl" <hak@vip.at>
Date: 26 Nov 2001 0:25:38 +0100

Hi everyone,

Having bought a G-REX 4000D and a Voodoo3 at the fair in Cologne last weekend
I now have some questions/problems.

WarpTest, gears and glsokoban work fine (except when using window mode and
stretching the size to about 1024x768 then the computer freezes.

Engine doesn't work at all (No ModeID found).

Every StormMesa demo gives me a WarpOS exception when using 16bit mode (or
using window mode on a 16bit Workbench).
If they work they don't use the hardware accelerator.

Shogo locks after starting the first mission (when the camera scrolls above
the area to the starting point) however the demo works (at least 640x480).
Unfortunately after installind Warp3D I can't select a software renderer any
more so I can't play it at all.

HereticII works in up to (800x600). It locks if I use 1024x768 in

hardwaremode.

Freespace demo works (haven't tried much with it though).

Wipeout2097 is only playable in Window-mode (if the Workbench has 16 bit). I can't select a screenmode (guess it is looking for a 15bit mode which I don't have). If I enlarge the window to something between 800x600 and 1024x768 it also locks.

Payback works flawlessly (even in 1024x768 with very impressiv speed).

GLQuake68K and GLQuakeWOS work (have only tried in 640x480).

Using CGXMode I can create screens with depth 8, 15/16 or 24 bit.
In the ScreenMode-requester of the WB I can only get 8, 16 and 24 bit modes
does the Voodoo3 not support 15 bit modes?

I'm having a A4000, Cyberstorm 060/50 and 604e/200 with 128 MB RAM (plus 16 fast and 2 chip) and using WB 3.9 with no "enhancements".

Monitor:

Voodoo3 4.3 (19.10.01) (from the G-REX CD)

Tooltypes:

BITMAPCACHE	YES
BOOTLOGO	YES
DRAGGING	NO
PASSTHROUGH	NO
PACKET24	YES

ENV-Variables:

CyberGraphX

56KHZAUDIO	0
ALERTEMU	0
CPUP2C	0
FORCECHUNKY	0
HIDE15BIT	0
HIRESRSR	1
KEEPAMIGAVIDEO	1
NOPASSTHROUGH	0
PLANES2FAST	1
SAVEMEM	0
SUPERGELS	1
SUPERLAYERS	1
USESEMAPHORES	1
WBPATSPPEEDUP	0

PowerPC

debug	0
earlyterm	0
force	1
gfxaddr	\$82000000
hidewarning	0
memprot	0
NoPatch	1
noppc	0
seginfo	100

terminator 2

LIBS:

cgx3drave.library	1.2 (2001-10-12)
cgxbootpic.library	42.0 (1998-10-18)
cgxsystem.library	42.7 (2001-10-19)
cgxvideo.library	42.1 (2000-02-10)
ppc.library	46.36 (2001-04-20)
powerpc.library	16.1beta1 (2001-01-07)
warp.library	5.1 (2001-02-07)
Warp3D.library	4.2 (2001-07-13)
Warp3DPPC.library	4.2 (2001-07-13)
warpHW.library	1.0 (1998-04-10)
Warp3D/GFXdrivers	
W3D_CyberGfx4.library	4.2 (2001-08-09)
W3D_CyberGfx4_PPC.library	4.2 (2001-08-09)
Warp3D/HWdrivers	
W3D_AvengerBE.library	4.2 (2001-07-13)
W3D_AvengerBE_PPC.library	4.2 (2001-07-13)
W3D_AvengerLE.library	4.2 (2001-07-13)
W3D_AvengerLE_PPC.library	4.2 (2001-07-13)

Using newpciscan I get several base addresses is this correct?

Base 0: Address 0x80000000 Size 0x2000000

Base 1: Address 0x82000000 Size 0x2000000

Base 2: Address 0xFFFFA100 Size 0x100

Except for the problem with Shogo I can live with the rest (well I would like to play Orbit with hw-acceleration though).

I would also like to thank the Hyperion team for their excellent work in converting good games to the Amiga.

Bye Herby

1.17 08731.007

Subject: Re: Locks with Voodoo3

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

Date: Tue, 27 Nov 2001 21:21:52 +0100

Herbert Klackl wrote:

>Are there any bigger differences between the 68K and PPC versions of Warp3D?
>

For the Voodoo 3, yes. The PPC version uses the command FIFO. I guess your problems stem from this, see below.

>I might be wrong but it appears that the programmes have some troubles with
>clipping in this resolution.

>

>Not that this would be an emergency, as I normally use 640x480 which gives me
>a nice resolution and fine speed anyway.

>

The problem is that the Voodoo 3's core logic, in some versions, exhibits a strange behaviour that can hang the 3D engine. In that case, the 2D part doesn't switch back to idle again. We currently solve that by issuing a RESET to the chip, which will cancel all ongoing operations (therefore your impression that the clipping is wrong- polygons will simply vanish or be cut off in the middle).

For the 68k, this also means that the 68k blocks. The PPC runs independent of the 68k, so it doesn't block the PPC, and it can still issue the RESET.

Apparently, the reset goes wrong sometimes, that's why the games hang in that resolution. I'm afraid there is no ad-hoc solution for this problem, though.

Best regards,

--

Hans-Joerg Frieden
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Mail: Hans-JoergF@hyperion-software.de
Web: <http://www.hyperion-entertainment.com>

1.18 08731.006

Subject: Locks with Voodoo3
From: "Herbert Klackl" <hak@vip.at>
Date: 27 Nov 2001 20:57:43 +0100

Hi everyone,

Concerning the problem with the locks of all Warp3D programmes (except Payback) in 1024x768.

I found out, that glquake68k works fine with this resolution whereas glquake68k also locks the computer.

Are there any bigger differences between the 68K and PPC versions of Warp3D?

I might be wrong but it appears that the programmes have some troubles with clipping in this resolution.

Not that this would be an emergency, as I normally use 640x480 which gives me

a nice resolution and fine speed anyway.

Bye Herby

1.19 08733.002

Subject: Re: warp3D and env vars for mediator+voodoo
From: Hans-Joerg Frieden <Hans-JoergF@hyperion-entertainment.com>
Date: Thu, 29 Nov 2001 12:10:46 +0100

Jan-Erik Karlsson wrote:

>Hello,
>
>what vars are there for the mediator+voodoo card
>there is a mentioning on the lists of a
>Warp3D/Mediator/VoodooMem env-var
>what does that do? and what should it be set to
>
That variable name is actually misspelt. It should read
"Warp3D/Mediator/MemSize", and is used to restrict the size of the
memory used by Warp3D to allow soundblaster drivers to use part of the
memory. Read the V4_RELEASENOTES in the Mediator Warp3D archive for that.

Regards,

--

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

1.20 08733.001

Subject: warp3D and env vars for mediator+voodoo
From: Jan-Erik Karlsson <trg@privat.utfors.se>
Date: Thu, 29 Nov 2001 11:51:52 +0100

Hello,

what vars are there for the mediator+voodoo card
there is a mentioning on the lists of a
Warp3D/Mediator/VoodooMem env-var
what does that do? and what should it be set to

and is there any others
for the voodoo specificly (Avenger), Picasso96

With kind regards,
Jan-Erik Karlsson

--

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--

The backup isn't over until the FAT table sings.
