Distorted Android - Bug #33

Issues on PowerVR GE8100

07/03/2018 12:58 PM - Leszek Koltunski

Status:	New	**Start date:**	07/03/2018
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			

Description

My HTC Desire 12 (equipped with the PowerVR GE8100 GPU, driver version 1.8) fails to compile the pass2 'build' and pass4 'render' OIT shaders.
This is confirmed by Imagination employees (https://forums.imgtec.com/t/ge8100-in-htc-desire-12-android-7-1-1-fragment-shader-fails-to-compile/2708)

Issue open to keep track of this.

History

#1 - 12/07/2018 01:12 PM - Leszek Koltunski

An Imagination employee says that

'Seems like we already fixed this issue in a later driver version, however your device doesn't have it. ' (my driver: 'OpenGL ES GLSL ES 3.20 build 1.8@4490469')

#2 - 03/10/2020 09:31 PM - Leszek Koltunski

1.5 year later the phone still uses the very same OpenGL ES GLSL ES 3.20 build 1.8@4490469.

#3 - 04/17/2020 11:50 PM - Distorted Admin

Sadly, this also occurs on a fully updated Fire Stick 4K.

GL_VERSION : GL Version OpenGL ES 3.2 build 1.9@4893595
GL_RENDERER: GL Renderer PowerVR Rogue GE8300

#4 - 04/18/2020 12:08 AM - Distorted Admin

Issue open: https://forums.imgtec.com/t/shader-doesnt-compile-on-fire-stick-4k/3184