

visgl /
deck.gl[Code](#)[Issues 275](#)[Pull requests 51](#)[Discussions](#)[Actions](#)[Security](#)[New issue](#)[Jump to bottom](#)

v9 Tracker #7457

[Open](#)

12 of 26 tasks

ibgreen opened this issue on Nov 29, 2022 · 2 comments

[Labels](#)[feature](#)

ibgreen commented on Nov 29, 2022 • edited by felixpalmer

Collaborator

v9

Clean up

- Remove types export hack, export types directly in module package.json.
- Allow test files to be .ts

Integrate luma.gl v9

- Debug injection failures

v9 website issues

- examples/heatmap-layer  [WIP] HeatmapLayer v9 #8307  [Bug] HeatmapLayer is not working in v9 #8317
- examples/arcgis  [website] Fix ArcGIS example #8423
- examples/carto  CARTO: Fix website example #8239  [Doc] Change datasets used in examples/carto #8324
- examples/google-maps  [Bug] Google Maps Overlay not working with vector maps #8302
 [Bug] Google maps website example loading raster map in v9 #8420
- examples/mapbox  [Bug] v9 MapboxLayer creates extra canvas element #8237  MapboxLayer #8442

v9 blocking issues

-  [Bug] HeatmapLayer is not working in v9 #8317
-  [Bug] GPUGridLayer is not working in v9 #8321
-  Remove Buffer#getData() calls #8363
-  [Bug] Postprocessing not working in v9 #8409
- Correctly type TileLayer subclasses  [Bug] Type error in @deck.gl/carto v9.0.0.alpha-7 #8431

Working, but only with GPU aggregation disabled

-  [Bug] ContourLayer not working in v9 #8314
-  [Bug] ScreenGridLayer is not working in v9 #8318

PRs for consideration for v9 inclusion

- FirstPersonController enhancements  FirstPersonController scroll to move in 2D #8173
 Implement panning in FirstPersonController #8166
- Category filtering in DataFilterExtension  Category filtering in DataFilterExtension #7915

Postpone to v9.1

Prepare for WebGPU

- Replace `GL.TRIANGLE_FAN` topology / draw modes (not supported by webgpu)
 - `modules/layers/src/solid-polygon-layer/solid-polygon-layer.ts`
 - `modules/aggregation-layers/src/screen-grid-layer/screen-grid-cell-layer.ts`
 - `modules/layers/src/icon-layer/icon-layer.ts`
 - `modules/aggregation-layers/src/heatmap-layer/triangle-layer.ts`
 - `modules/layers/src/text-layer/text-background-layer/text-background-layer.ts`
- Port all shaders to GLSL 3.00 [@donmccurdy](#)
- Update picking module in Layers to use `ShaderInputs` from luma [@felixpalmer](#)
- Update all layers to use UniformBuffers [@felixpalmer](#)



  **ibgreen** added the `feature` label on Nov 29, 2022

 This was referenced on Nov 29, 2022

luma v9.0.0 alpha.5 #7451

Merged

chore: various type fixes addressing deck.gl integration visgl/luma.gl#1685

Merged

Luma v9 alpha.9 #7462

Merged

Ib/eslint #7463

Merged

feat: Start replacing gl with device (v9) #7464

Merged

chore: Replace gl with device , continued #7468

Merged

 This was referenced on Dec 6, 2022

chore(tests): Update tests to use device instead of gl (v9) #7482

Merged

chore: Fix more tests #7484

Merged

chore(tests): lint fixes, test fixes #7485

Merged

chore: convert more files to typescript (v9) #7486

Merged

 This was referenced on Dec 23, 2022

chore: upgrade to luma.gl@9.0.0-alpha.12 (v9-dev) #7533

Merged

chore: luma.gl@9-alpha.13. Imports of /core, /constants => /webgl-legacy (v9) #7539

Merged

  Pessimistress mentioned this issue on Sep 26, 2023

Enable render tests #8138

Merged

 This was referenced on Oct 13, 2023

[v9] Fix SimpleMeshLayer #8201

Merged

chore: Upgrade v9.0 to math.gl@4.0.0. Remove gl-matrix #8204

Merged

  ibgreen pinned this issue on Dec 5, 2023

  zbigg mentioned this issue on Dec 22, 2023

bump ocular-devtools and adapt to typescript, prettier & eslint upgrade #8366

Merged

donmccurdy commented on Dec 29, 2023

Collaborator

@ibgreen @felixpalmer I'm starting on "Port all shaders to GLSL 3.00". I'll try to make those changes in small-ish PRs to avoid conflicts.



✔

**felixpalmer** mentioned this issue on Jan 17**Website v9 issue tracker #8193**Closed

23 tasks

💡

**donmccurdy** mentioned this issue on Jan 18**feat(examples): Port remaining shaders to GLSL 300 ES #8433**Open

🔗

**ibgreen** mentioned this issue 3 weeks ago**chore: Reduce webgl module imports #8472**Merged

🔗

**Fix test-utils typescript errors #8483**Merged**chrisgervang** commented 3 weeks ago • editedCollaborator

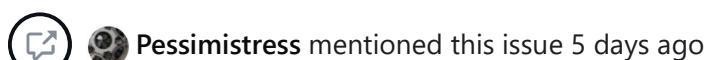
What would we like to do with the [8.10 changelog](#) entries missing from master's changelog?

Widget PRs (like this [one](#)) are on master that aren't in the master changelog, but are in the 8.10 changelog. Likely an oversight. I could retroactively fill in the v9 changelog when they were introduced, which appear to be in v9 alpha.1. Sound good?

Edit: Opened [#8487](#). All widget code in 8.10 is already in v9.



🔗

**Report code coverage from browser test #8526**Merged**Assignees**

No one assigned

Milestone

No milestone

Labels

feature

Development

No branches or pull requests

Projects

None yet

3 participants

