Twitter Thread by foone

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@Foone

I dreamed a fleet of alien ships had shown up to destroy the human race, and the ships were all invisible but were easily detected because they were using some kind of chameleon camouflage which didn't work if the thing they were chameleonizing as was another invisible ship

after it was known that they were here to destroy the human race, system of a down set up a fundraiser for the invasion.

not to stop it, but to support it?
the pope called in a message of support.

so my dad and I were at a mall to get some food while waiting for news, but we couldn't get any because there wasn't room to have socially-distanced lines for the restaurants

after an acapella band crashed the foodcourt and bombed, some folk singer lady showed up to try to cheer up the crowd, and my dad was so obviously enthusiastic about her performance that she told him to get a guitar and join in.
which is when I left

I thought about going into a toy store or a game store to see if there was anything interesting I could buy, but I realized I forgot my mask

so I headed back to my hotel room (the hotel had only 2 rooms and was also in the mall, in the back of a furniture store)

on the way I nearly tripped over a pile of discarded serial mice and an early apple powerbook. so naturally I grabbed those.

back in the furniture store, CNN was on and they decided to cut away from news (during the ALIEN INVASION) to play a documentary about the fall of Symantec

it turned out they used to be a huge company but they lost all their money trying to branch out of computer software into washing machines.

I didn't like the CNN documentary so I got out my phone and instead watched the LGR Tech Tales episode about it, which was much more informative.

also all the invading alien ships looked like the NX-01 from Star Trek: Enterprise which I thought (at the time!) was just lazy world building

also I'm pretty sure the chameleon thing was just an explanation I came out after the fact, and the real reason the alien ships were visible was because of alpha-blending bugs involving the order of operations

there's a lot of games where you can't see semi-transparent objects through other semi-transparent objects and it has to do with how they render semi-transparent objects on a different path with depth-buffering in a tweaked mode

look, opengl is hard, even if you're an invading alien fleet

obviously the aliens use opengl.
directX is a human invention but opengl is used throughout the universe