

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

I don't understand that whole #version tag thing.

Shaders are not .c, .cpp if i'm not mistaken?

Could i probably add an ifdef `__amigaos4__` to add that tag (to not interfere with other platforms)?

As i said, i don't like local workarounds, i'd rather have them in the original code, so that they don't bite me later on.

What does that tag do?

Tell the program to compile the shader with a version below 1.30 (i.e.) on runtime?

And if so, what would happen if there are functions inside the shader that are 1.31 and above? Would it still work or refuse to or even crash or send all the butterflies to jupiter?

Sorry, but i'm a noob when it comes to coding but with shaders i know exactly as much as i know about brain surgery...