

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Daytona675x

Date: : 2019/3/24 12:07:12

URL:

@Raziel

Quote:

I don't understand that whole #version tag thing.
Shaders are not .c, .cpp if i'm not mistaken?

No, although GLSL is very C like. But it has certain C-preprocessor styled directives like #version.

@Capehill

Great!