

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

Author: : Hans

Date: : 2019/4/24 5:55:26

URL:

@kas1e

Quote:

It probabaluy have no difference with shader itself ? I mean, be it TO , and NOT to get, or to get, and not to : it make no differences as shader didn't changes...

It matters because I need to understand what you're trying to achieve before I can give any advice.

CompileShader() is the function where shaders are passed to Warp3D Nova. However, remember that they are in SPIR-V format, and NOT the raw GLSL.

Hans