

Subject: : AmigaOS4

Topic: : Porting apitrace

Re: Porting apitrace

Author: : kas1e

Date: : 2019/4/24 10:53:21

URL:

@Hans

Quote:

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

I need shaders in all their transformation till the very latest sended directly to nova.

So far we can get those ones which we send to Ogles2 , and so we need those ones which ogles2 output to warp3dnova after glslnag-internal conversion happens with all the tweaks and workarounds putted in.

So yeah, as it will be SPIR-V format, then it's CompileShader(), thanks !