

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.0

Author: : Daytona675x

Date: : 2020/5/2 4:12:36

URL:

@Capehill

Quote:

Does it have iChannel support?

No, it's rudimentary: it supports iResolution, iGlobalTime, iTimeDelta iFrame and iMouse. Back then I was too lazy to add some sort of texture-manager, so no iChannel 😊 The variable list on the top right is just a reminder



@kas1e

Note that with ShaderJoy you only measure fill-rate / Nova's fragment shader performance, pretty much nothing else: the geometry is just a static quad, the vertex shader is minimalistic, the shader program never changes. The only thing that changes per frame and therefore is being sent to the GPU is the DBO with the handful of uniform variables.

Would be very interesting to see how those fps numbers compare to a Windows rig with the same gfx card.

Here are my results:

X5000, ogles2 3.0 (wip), Nova 1.68, passively cooled R7 250 1GB:

default (blue window): 1049

capehill/amigaa: 1046

capehill/bars: 862

capehill/gear: 1046

capehill/helloh: 1033

capehill/helloh2: 1016

capehill/mandelbrot: 42

capehill/nuts: 1045

capehill/ripple: 1048

shadertoy/dueling_mandelbulbs: 363

shadertoy/foot_torus: 11

shadertoy/kissing_donuts: 14

shadertoy/sunset: 909

shadertoy/yetanother_torus: 18

