

Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : Daytona675x

Date: : 2020/5/30 19:19:29

URL:

@kas1e

I guess it's not a general "and" doesn't work but simply depends on situation, which register used when etc. After all an && in this case here will certainly result in two conditional branches, just like at least the 1st working variant. It's worthless to speculate more, if register allocation is messed up everything is possible.