

Subject: : AmigaOS4

Topic: : Shaderjoy 1.13

Re: Shaderjoy 1.7

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URL:

@Capehill

And some more :)

Find out that iTimeDelta used from time to time. For example in that shader:

<https://www.shadertoy.com/view/tsScRK>

Also, find out that when i resize the window , then dbl-click to fullscreen, and then dbl-click for back to the window, then size of window jumps on the original size when program runs, but not on the size we have when dbl-click to fullscreen. Not that it also very important, but probabaly when we switch back from fullscreen, size of window need to be the same as when we switch from.