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Subject: : AmigaOS4

Topic: : Shaderjoy 1.13

Re: Shaderjoy 1.7

Author: : Capehill

Date: : 2020/5/31 13:45:07

URL:

@kas1e

Quote:

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

I have added iTimeDelta and also iFrameRate (1.0f / iTimeDelta). However, that particular shader doesn't link on Nova 1.68.

Quote:

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.

It's kind of subjective what is the best behaviour here. Probably to make it user-configurable (REMEMBERSIZE tooltip or something).