

Subject: : AmigaOS4

Topic: : Shaderjoy 1.14

Re: Shaderjoy 1.8

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URL:

Version 1.8:

- Use vertex buffer objects (VBOs).
- Add iTimeDelta and iFrameRate uniforms.
- Add AppWindow support: shaders can be dropped into the window.
- Shader filename can be passed as an argument.
- Improve About box: display GL information.
- Fix issue with blitting over window borders.
- Initialize fragment colour because some shaders do not.
- Reverse iMouse.y.