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Subject: : AmigaOS4

Topic: : Shaderjoy 1.13

Re: Shaderjoy 1.8

Author: : kas1e

Date: : 2020/5/31 19:59:54

URL:

@Capehill

Quote:

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

For me, on 1.71 beta, it passes iTimeDelta error on shaderjoy 1.8 now, just to bring famous "need XXX SGPRs" :)

Quote:

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

Sure not a big deal, and if you will ever spend time on, the tootype will be the best way indeed.

Quote:

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.

Thanks a bunch!

So far everything indeed fixed and works from that list as I test now. The only things which can't check is if VBOs usage works as expected or not (but shaders I checked works the same as before, so should be fine, but maybe some speed up expected somewhere ?), and for "Initialize fragment color because some shaders do not" maybe there some shaders which fail with 1.7, but ok with 1.8?