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Subject: : AmigaOS4

Topic: : Shaderjoy 1.13

Re: Shaderjoy 1.8

Author: : Capehill

Date: : 2020/5/31 20:11:15

URL:

@kas1e

Quote:

So far everything works and fixed indeed from that list as I can test now. The only things I can't check is of 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 ?),

As Daniel wrote earlier OGLE2 will optimize the unnecessary data transfer away but VBO at app level is what I was supposed to do. It's possible to use glSnoop here but it will be boring I guess.

Quote:

and for "Initialize fragment color because some shaders do not" maybe there some shaders which fail with 1.7, but ok with 1.8?

Hans wrote on bug tracker that there was some shader ( <https://www.shadertoy.com/view/WISGDh> ) that didn't initialize the fragment colour.

Ps. AppWindow feature is cool, I think it speeds up testing. I couldn't verify .frag filetype properly yet, I failed to use Deflcons but I can define some .frag file to start Shaderjoy and it seems to work.