

Subject: : AmigaOS4

Topic: : Shaderjoy 1.13

Re: Shaderjoy 1.8

Author: : kas1e

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URL:

@Capehill

I am sure you will love that video:

<https://www.youtube.com/watch?v=K4MixYoYTgM>

There I go heavy! Complex shaders on the latest nova, many at the same time, all with that deficons, app icon stuff, fullscreen (1920x1080), and so on. Shaders of choice are ones which were fixed lately, so they look "a bit" better in comparison with ones working before. If only Hans can deal with that register allocator crap and we will have no issues with "need XXX SGPRs/need XXX VGPRs", then shaders can be even more complex and almost everything from shadertoy will works. At least currently taking into account latest beta of Nova, the only real error is about needs for registers left, other shaders or just works, or works with some rendering glitches which can be dealt with.