

Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : Capehill

Date: : 2020/6/2 17:49:48

URL:

@kas1e

Nova 1.68 notes:

Quote:

<https://www.shadertoy.com/view/wd2fRW>

Bap: initializing `vec3 col = vec3(0.0)` seems to make it work. By default there are no layers at all.