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Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : kas1e

Date: : 2020/6/2 18:56:45

URL:

@Capehill

Quote:

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

Yeah, same on 1.71.

Is it mean that Nova need to deal with unitialized variables again ? Like, "`vec3 col;`" is unitialized, and optimizer fail to see that it used in the "if" later? But then, if should't work at all then, but it works. Just live `vec3` have different value ?