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Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : Hans

Date: : 2020/6/3 7:09:48

URL:

@kas1e

Quote:

Is it mean that Nova need to deal with uninitialized variables again ? Like, "vec3 col;" is uninitialized, 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 ?

Not in the case of that shader. Try setting col = vec3(1.0) on Windows, and see what happens.

The shader is taking advantage of GLSL implementations zeroing uninitialized variables. section 5.9 of the GLSL spec (using version 4.50) says: Reading a variable before writing (or initializing) it is legal, however the value is undefined.

At present, I have no intention of setting uninitialized variables to 0. I'll consider it if too many programs need it.

Hans