

Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : Capehill

Date: : 2020/6/3 7:19:34

URL:

@Hans

Oh, I missed the "if" totally.

It would be nice to get a warning from compiler about potentially uninitialized variables in cases like this.