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Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : kas1e

Date: : 2020/6/3 10:49:26

URL:

@Hans

Quote:

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

With `vec3(1.0)` it the same on os4 and on win32 then : the same effect, with "white" color in. With `vec3(0.0)`, all fine on both win32 and aos4, and with how it originally, we have that difference on os4.

I not sure what is it mean : that uninitialized variables on win32 are always set to 0.0 but on os4 random values ?