

Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : Capehill

Date: : 2020/6/4 7:10:22

URL:

@kas1e

Try:

```
fragColor.xyz = vec3(exp(-d));
```

Then try:

```
fragColor.xyz = colormap(exp(-d));
```

On Windows I get red colors when in colormap branch. I guess keyToggle function return different result on AmigaOS but didnt' really debug it yet.

keyToggle() is sampling iChannel2.