

Subject: : AmigaOS4

Topic: : Warp3DNova shader bugs thread

Re: Warp3DNova shader bugs thread

Author: : kas1e

Date: : 2020/6/4 7:39:05

URL:

@Capehill

Quote:

keyToggle() is sampling iChannel2.

How interesting .. On the the page of that shader i didn't see that iChannel2 is used at all, but, if i start to set there different textures, then i also may have or white, or red colors , depends on texture.

Can it be that implementation of iChannel on our side, somehow different when it come to "iChannel used in the code, but not actually set". Maybe it again some sort of uninitialized default values ?