

Subject: : AmigaOS4

Topic: : Shaderjoy 1.13

Re: Shaderjoy 1.8

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@Capehill

Here's one entry of my wishlist if you don't mind 😊

Apparently Shaderjoy's verbose logging only spits out the shader-log if an error occurred. I think it would be better if you'd always print it in "verbose" mode (maybe check `GL_INFO_LOG_LENGTH`).