
Subject: : AmigaOS4

Topic: : Shaderjoy 1.13

Re: Shaderjoy 1.8

Author: : Daytona675x

Date: : 2020/6/6 12:21:17

URL:

@Capehill

Great, thanks 😊

IIRC you have beta access to my FTP (if not, drop me a PM). If you want you can already download the fresh includes and the beta ogles2 3.0 lib from there and already implement support for two new `aglCreateContext / aglSetParam` options:

- **OGLES2_CCT_DEBUG_SHADER_LOG**: If set to TRUE then the library asks Nova for extra shader compiler info. A detailed log will be returned even on successful shader compilation. If this flag is set to FALSE (default) then only the usual standard error log will be returned.

- **OGLES2_CCT_DETECT_UNINITIALIZED_GLSL_VARS**: If set to 1 or 2 (default 0) then ogles2.lib will analyze the generated SPIR-V code and look for uninitialized shader variables. If set to 1 then it will only put a warning in the log and continue, if set to 2 then `glCompileShader` will return with an error if something suspicious is being detected.

Note: `OGLES2_CCT_DETECT_UNINITIALIZED_GLSL_VARS` is beta, I wrote it yesterday. It's certainly not perfect (altogether less than 150 small lines of code, incl. the SPIRV parser, no kidding 😊) but seems to do a decent job so far - obviously not tested tooo much though. So if you encounter a shader which gives wrong results, throw it into a mail or on my FTP please.

You'll also find an updated `glslangvalidator_redux` on my FTP which has that feature.