

Subject: : AmigaOS4

Topic: : Shaderjoy 1.14

Re: Shaderjoy 1.8

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URL:

@Capehill

Great, thanks, looking forward to 1.9! You may want to download another fresh lib version. More optimizations for the SPIRV uninit var detector, resulting in even higher performance and less C++ code (now 159 tiny lines incl. class defs, no STL, no clib, just one dyn memory allocation (plus those for the warning string, if there's any)). I'm really curious if you can even measure any glCompile difference between enabled / disable var checker.