

Subject: : AmigaOS4

Topic: : Shaderjoy 1.15

Re: Shaderjoy 1.13

Author: : kas1e

Date: : 2020/7/30 8:25:57

URL:

@Capehill

Quote:

But what is the error you are getting, is it shader compilation related or something else?

Just tried few multipass shaders from shadertoy, which had mainimage + bufferA only, as result once i load test_main.frag, i have "Main channel doesn't exists, cannot update channels". If i then load as iChannel0 test_bufferA.frag, i have the same error.