

Subject: : AmigaOS4

Topic: : Shaderjoy 1.15

Re: Shaderjoy 1.13

Author: : Capehill

Date: : 2020/8/6 17:32:08

URL:

@kas1e

Quote:

```
BufferA="aaaa.frag"  
BufferB="bbbb.frag"  
Texture0="aasdfas.png"  
Texture1="baabab.png"
```

Yeah, I haven't been thinking details too much but something like that. In addition to a project file, there should be some kind of configuration view to just select everything. There is also a need for shader tabs so that not only the main image shader can be edited.

Quote:

Uninitialized vars

I will add a warning window but if I understand correctly, it's so typical issue with Shadertoy shaders, that I wouldn't like to block the compiling because of that. Regarding logging in general I would like to add an "output" view similar to what Daytona had in his version. It would be an ideal place for things like compilation time, warnings, errors and general status.