

Subject: : AmigaOS4

Topic: : Shaderjoy 1.15

Re: Shaderjoy 1.13

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@Capehill

Regarding log / log display of compiler warnings like uninitialized variables:

As far as I can see one problem is that (unless you run the uninit-detector in GL-error-mode) you are only spitting it into the log if in "verbose" mode. But in "verbose" mode you also fill the log with the shader source etc. In general you should *a/ways* show the GL-log if it's not empty, verbose or not. This would already help kas1e with his flooded log: if not in "verbose" mode it would usually be empty or contain the uninitializer warning.