

Subject: : AmigaOS4

Topic: : Shaderjoy 1.15

Re: Shaderjoy 1.13

Author: : kas1e

Date: : 2020/8/7 17:56:46

URL:

@Capehill

Quote:

I tried to play with something like

Shaderjoy | grep unini

You tried internally call "grep" command so to grep internal buffer if it has uninitialisation warning? Or you just tried to play with it in the shell? In both cases, its not the solution, and I mean a different problem there :

What we need is just that: we load shader, if it has no initialized var found by ogles2, and if "uninint check" hit, it then brings us a window with output from ogles2 about that error.

Just make it like this maybe: shader loaded, if ogles bring any error about, you then output that in a new indow (just like it happens now when we out of registers). Without needs to check "verbose log". But if the "verbose log" set, then it just reacts as it reacts now. I.e. just need brining the warning window when uninit set, and verbose log not set, with redirecting ogles2 output to that window.