

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.16

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@Capehill

Checked that multipass shader: <https://www.shadertoy.com/view/Xd3GDl>

And while all compiles and seems works (it change the pictures randomly from 3 ichannels of bufferA and a bit fuzz/blure them): there still some error, on some switch, instead of showing actual texture image on the left side, it shows grey screen. Just want to be sure it is not a ShaderJoy issue about handling multipass shaders, but Nova one so can report.