

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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URL:

@Daniel

Maybe you have an idea what it can be, see for example that shader:

<https://www.shadertoy.com/view/3lBfzz>

It bring me such error:

Quote:

```
ERROR '>' : wrong operand types: no operation '>' exists that takes a left-hand operand of type 'uniform highp float' and a right operand of type 'const int' (or there is no acceptable conversion)
```

Or for example that multi-shader, and from it "BufferB" shader: <https://www.shadertoy.com/view/XltSzi>

That one bring such kind of error:

Quote:

```
ERROR '>=' : wrong operand types: no operation '<=' exists that take a left-hand operand of type 'uniform highp float' and a right operant of type 'const int' (or there is no acceprable conversion)
```

Just want to be sure wtf :)