

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : Petrol

Date: : 2020/10/25 9:16:42

URL:

Hi,

On my machine (iMac) using safari, Blunderbuss shader also brings me error on lines 83 and 136, but works on Opera on the same machine.

```
int nextIdx = min(prevIdx+1, 3);  
'min' : no matching overloaded function found  
'=' : cannot convert from 'const mediump float' to 'highp int'
```

```
float snd = texelFetch(iChannel0, ivec2(int(an*5.), 0), 0).x;  
'texelFetch' : no matching overloaded function found  
'x' : field selection requires structure or vector on left hand side
```

Maybe it could help.

the second one works on both browsers.

Regards,
Petrol