

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

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URL:

@kas1e

You seem to have found a Shaderjoy issue. It seems that iFrame should be int and not float. Try changing line 150:

```
if (iFrame > 5.0)
```

Does it help?

Same thing for BufferB/line 103:

```
if (iFrame <= 4.0 ...
```

EDIT: <https://www.shadertoy.com/howto> suggests "float iFrame". I wonder now which one it should be.