

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.16

Author: : kas1e

Date: : 2020/10/28 14:54:21

URL:

@Capehill

Btw, shouldn't be uniform "iChannelTime" be declared in ShaderJoy as well? I find out those shaders which failed with an error about "iChannelTime" undeclared, and for such shaders, I had to add manually at top "uniform vec3 iChannelTime;"

There is a list of those shaders for tests, in case you think such a uniform should be added to ShaderJoy:

Quote:

<https://www.shadertoy.com/view/wdGXzK>

<https://www.shadertoy.com/view/MdsGzn>

<https://www.shadertoy.com/view/4sj3Rc>

<https://www.shadertoy.com/view/XdfGRH>

<https://www.shadertoy.com/view/MssGzr>

<https://www.shadertoy.com/view/4slGz4>

<https://www.shadertoy.com/view/4t2cR1>

<https://www.shadertoy.com/view/MsXGz8>

<https://www.shadertoy.com/view/MsSGW1>