

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.16

Author: : Capehill

Date: : 2020/10/29 17:16:37

URL:

@kas1e

Quote:

Checked that multipass shader: <https://www.shadertoy.com/view/Xd3GDI>

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.

I'm now able to test this and it works for me. If you can figure out how to break I can check it again.