

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.17

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URL:

@Capehill

What version do you set inside of shaderjoy for all the shaders? 120 or 130? Or none and let ogles2 use the default one?

Why I ask, because there is bunch of shaders which fail because of those errors:

'min' no matching overloaded function found:

'max' no matching overloaded function found:

'rot' no matching overloaded function found:

'round' no matching overloaded function found:

That all happens because of lower versioning set in shaderjoy internally (or not set ?), and those ones are from "#version 150".

So the question is what kind of version you have set now, and can you raise it to #version 150 as default (because why it should be lower anyway?)

There is a list of shaders you may want to try to test with the current version in shaderjoy, and if you will set internally #version 150 :

'rot' no matching overloaded function found:

<https://www.shadertoy.com/view/3dVyD3>

'max' no matching overloaded function found:

<https://www.shadertoy.com/view/llj3Wy>

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

'min' no matching overloaded function found:

<https://www.shadertoy.com/view/tsdfW8>

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

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

<https://www.shadertoy.com/view/wlj3zV>

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

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

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

Thanks for worry :)