

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.17

Author: : Capehill

Date: : 2020/12/5 9:13:28

URL:

@kas1e

Pumpkin Rave works, audio excluded. You need to load Common part first because rot() is defined there and used by both Buffer A and Image.

Regarding preprocessor warnings, I suppose it might be possible to let user define #version.

EDIT: "Analyze" button of Shadertoy indicates that the web version is using "#version 300 es".