

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.17

Author: : Daytona675x

Date: : 2020/12/6 12:09:15

URL:

@kas1e

Quote:

Warning : 40:1: 'preprocessor evaluation': undefined macro in expression not allowed in es profile

HW_PERFORMANCE:

That one harmless, things works after it show ups, but still maybe worth to look at. There is test ones with this warning

This is no bug on our side, neither in ogles2.lib nor in ShaderJoy. The picky GLSL preprocessor simply warns you that the #if condition cannot really be evaluated as the author probably intended because the preprocessor value to be tested doesn't exist in the first place.

Note that those two shaders in question were made by the same guy 😊 This define HW_PERFORMANCE is something he invented himself for his shaders. Unfortunately he forgot to place something like

```
#ifndef HW_PERFORMANCE
#define HW_PERFORMANCE 0
#endif
```

on top of his shaders so that his toggle is actually defined if you as the user didn't add an explicit #define HW_PERFORMANCE X on top by yourself.

So, no action to be taken on our side.