

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.18

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@Capehill

Tried simple one test case:

All placed in work:ogles2/Shaderjoy-1.18/shaders/my14/multipass/01-Light experiments 2/ directory. Files in that directory named as :

Quote:

```
buffera.frag  
bufferb.frag  
bufferc.frag  
image.frag  
test.sjp
```

Now, that is test.sjp:

Quote:

```
# Shaderjoy project file  
Version=1.18  
Name=image.frag  
#  
BufferA path=buffera.frag  
#  
BufferB path=bufferb.frag  
#  
BufferC path=bufferc.frag  
#  
Image path=image.frag  
Channel0 buffer=BufferA filter=Mipmap wrap=Repeat  
Channel1 buffer=BufferB filter=Mipmap wrap=Repeat
```

Channel2 buffer=BufferC filter=Mipmap wrap=Repeat  
Channel3 buffer=BufferD filter=Mipmap wrap=Repeat

Now when i d&d that file on shaderjoy have for all of them "cant load file".

Tried to add PROGIDR: before , same errors.

Probabaly hardcoded to be in some place only ?

Tried from shaders directory of shaderjoy, and only then it works. And it only works when it in shaders and in some subdir, like shaders/test/ , because if you just do test/ , and in the .sjp delete "shaders" directory at begining, it also fails to load.

I.e. even just putting files to the "shaders" dir and doing .sjp like this:

Quote:

```
# Shaderjoy project file
Version=1.18
Name=image.frag
#
BufferA path=buffera.frag
Channel0 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel1 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel2 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel3 texture=textures/default.png flip filter=Mipmap wrap=Repeat
#
BufferB path=bufferb.frag
Channel0 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel1 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel2 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel3 texture=textures/default.png flip filter=Mipmap wrap=Repeat
#
BufferC path=bufferc.frag
Channel0 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel1 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel2 texture=textures/default.png flip filter=Mipmap wrap=Repeat
Channel3 texture=textures/default.png flip filter=Mipmap wrap=Repeat
#
Image path=image.frag
Channel0 buffer=BufferA filter=Mipmap wrap=Repeat
Channel1 buffer=BufferB filter=Mipmap wrap=Repeat
Channel2 buffer=BufferC filter=Mipmap wrap=Repeat
Channel3 buffer=BufferD filter=Mipmap wrap=Repeat
```

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Make them fail to load.

Probably the only hardcoded part should be about "textures" (as they always come with ShaderJoy, and placed where they placed), but for the image.frag and buffers, it imho need to take any location from which you run .sjp from , as well as in the file itself pure names should mean current directory where .sjp placed, and anything deeper, mean starting from current directory of where .sjp file running from.