

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.19

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URL:

@Capehill

Starting checking projects support: at least I was able already to put some image.frag to any directory and set for it some textures, and it works. Like this:

```
# Shaderjoy project file
```

```
Version=1.19
```

```
Name=Acid Driver : https://www.shadertoy.com/view/lIXGRs
```

```
#
```

```
Image path=01_acid_driver.frag
```

```
Channel0 texture=textures/shadertoy/Organic2.jpg filter=Mipmap wrap=Repeat
```

```
Channel1 texture=textures/shadertoy/Gray_Noise_Small.png filter=Mipmap wrap=Repeat
```

```
Channel3 texture=textures/shadertoy/Nyancat.png filter=Nearest wrap=clamp
```

And have a little report right from the beginning:

1. some cosmetic: By default project example come with "Version = 1.18" inside
2. When using "Clamp" wrap-mode, have: "unknown wrap mode 'Clamp' - using Repeat
3. for disable flip, I just need to remove it? I.e. nothing like flip=1 vs flip=0, just if flip need it I put it between texture\_or\_buffer\_name and filter mode, and if I don't need it, just didn't put the "flip" word at all?

Checked also more harder multipass shader with textures, and it works ! Like this:

```
# Shaderjoy project file
```

```
Version=1.19
```

```
Name=An innocent message https://www.shadertoy.com/view/MlySzW
```

```
#
```

```
Image path=image.frag
```

```
Channel0 buffer=BufferA filter=Linear wrap=Clamp
```

```
Channel1 texture=textures/shadertoy/Font1.png flip filter=Mipmap wrap=Clamp
```

```
#
```

BufferA path=buffera.frag

Channel0 texture=textures/shadertoy/Organic4.jpg flip filter=Mipmap wrap=Repeat

Channel1 buffer=BufferB filter=Mipmap wrap=Clamp

#

BufferB path=bufferb.frag

Channel0 texture=textures/shadertoy/Font1.png flip filter=Mipmap wrap=Clamp

Through have the same issue that Clamp is unknown, and repeat used. But all now works as expected! Thanks as usual, soon will release some big pack of shaders (about 2 thousands of pure, textured, and multipass shaders).