

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.19

Author: : kas1e

Date: : 2021/3/30 6:32:30

URL:

@Capehill

Quote:

2) Where "Clamp" string came from? It should be "ClampToEdge"...

Oh, I just got the name from "prefs" on shadertoy pages, but yes, ClampToEdge works, thanks!

Also tested new screenshot functionality: works well as well. And what is good there is that it takes a screenshot of the size of the window.

Btw,

Quote:

- Use a hard-coded alpha value of 1.0f.

What are the benefits of it?

Quote:

- Work on audio support internally (not finished).

What plan for it? I mean, firstly just load-up and play .wav files from HDD?

And find out the first bug in the parsing of project file's paths, to reproduce:

1. create directory "test"
2. put there "image.frag"
3. create a test.sjp outside this directory on one level up.
4. in the .sjp, made image path like : "image path=test/image.frag".

Try to run this project, and it fails to load test/image.frag.

If I put test.sjp to the "test" directory, and modify the image path to be just "image.frag", then the project works.

I.e. issue exactly when we trying to put shaders on level(s) down/up of the directory where project file placed

That need for multipass shaders, when you want to put all shaders in the directory, and made a ".sjp" file outside of it, so it can be just dbl-cliking on the .sjp, without putting it to the same place where all multipass files placed and make users thinking what file to run.