

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.19

Author: : kas1e

Date: : 2021/4/18 7:38:32

URL:

@Capehill

And found some new error in 1.19:

Take that multipass shader: <https://www.shadertoy.com/view/tssBDX>

Loading image shader, buffera shader, and set channel0 for both image and buffera as "buffera", works fine in all shaderjoy versions till 1.18 and shader works.

In 1.19 it stops working: it just can't give you the ability to set "buffera" as channel0. I.e. it gives you the ability to set, but when you click "ok" nothing changes, and going back to the ichannel0 setting you can see that there still a "texture" set.

And the same issues with that one:

<https://www.shadertoy.com/view/WIKcRG>

Also find out that if on .sjp file we had "CR/LF" on end, or just "CR" for carriage return, then we fail. Only works with "LF" at the end.