

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.19

Author: : kas1e

Date: : 2021/4/18 8:55:54

URL:

@Capehill

Quote:

The Channel Window part was broken due to enums contained "Sample" but option strings didn't (some audio code is `#ifdef'd` out). Need to test it a bit more.

Just to note it also not just the GUI, but from `.sjp` as well.

For example, try this one <https://www.shadertoy.com/view/4tfXDN> (put all files in one single folder together with `sjp`):

```
# Shaderjoy project file
```

```
Version=1.19
```

```
Name=Hierarchical ray marching : https://www.shadertoy.com/view/4tfXDN
```

```
#
```

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

```
Channel0 buffer=BufferB filter=Nearest wrap=ClampToEdge
```

```
Channel1 texture=textures/shadertoy/Pebbles.png flip filter=Linear wrap=Repeat
```

```
Channel2 texture=textures/shadertoy/Abstract1.jpg flip filter=Linear wrap=Repeat
```

```
Channel4 texture=textures/shadertoy/Organic2.jpg flip filter=Mipmap wrap=Repeat
```

```
#
```

```
BufferA path=buffera.frag
```

```
Channel1 texture=textures/shadertoy/Pebbles.png flip filter=Linear wrap=Repeat
```

```
Channel2 texture=textures/shadertoy/Abstract1.jpg flip filter=Linear wrap=Repeat
```

```
#
```

```
BufferB path=bufferb.frag
```

```
Channel0 buffer=BufferA filter=Nearest wrap=ClampToEdge
```

```
Channel1 texture=textures/shadertoy/Pebbles.png flip filter=Linear wrap=Repeat
```

```
Channel2 texture=textures/shadertoy/Abstract1.jpg flip filter=Linear wrap=Repeat
```

You can see that rendering is different like some buffers didn't apply (while some are). If I load the same manually in 1.18, it renders as expected.