

Emulator - Emulator Issues #5805

[Feature Request] Stackable Post-processing shaders

12/19/2012 08:18 PM - Sonicadvance1

Status: Work started	% Done: 0%
Priority: Normal	
Assignee: Stenzek	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Feature request	Easy: No
Milestone:	Relates to maintainability: No
Regression: No	Regression start:
Relates to usability: No	Fixed in:
Description Proposing the ability to stack multiple post-processing shaders on top of each other and also allowing each shader to have multiple inputs in to it.	
Related issues: Blocks Emulator - Emulator Issues #5804: Graphic Addition Suggestion Duplicate	

History

#3 - 12/19/2012 09:09 PM - degasus

and link them all together :-)

i hope you won't make a draw-call per shader? Should be flexible and fast enough

#4 - 12/19/2012 09:11 PM - Sonicadvance1

Yea, I'm not silly enough to make it do a draw-call for each shader.

#5 - 12/20/2012 10:42 PM - Sonicadvance1

- Milestone changed from Next to 4.0

#6 - 08/03/2013 11:20 AM - delroth

- Milestone changed from 4.0 to Current

Status of this for 4.0?

#7 - 08/03/2013 11:58 AM - NeoBrainX

Unlikely to happen, given the non-trivial question of how to properly implement this without making stuff be ridiculously slow. Also, creating a proper GUI around this shouldn't be regarded as trivial, either.

#8 - 08/03/2013 02:12 PM - Sonicadvance1

Sadly enough, I figured I would get this done back when I was still working at my old job. My new job doesn't allow me enough time to work on the JIT core and complete this feature for 4.0

#9 - 08/03/2013 02:14 PM - delroth

- Milestone changed from *Current* to *Next*

Ok, marking this for next milestone then so we don't forget about it.

#11 - 09/23/2013 03:11 AM - delroth

- Milestone changed from *Next* to *Current*

4.0 was released, moving Milestone-Next to Milestone-Current.

#12 - 05/25/2014 07:06 PM - delroth

- Milestone changed from *Current* to *Next*

Moving to next milestone since these issues are not critical to a new release.

If you feel strongly about this issue and want it to block the next Dolphin release, please assign yourself as owner and re-add Milestone-Current.

#13 - 06/24/2016 10:52 AM - JosJuice

- Milestone changed from *Next* to *Current*

5.0 was released, moving Milestone-Next to Milestone-Current.

#14 - 08/08/2017 09:03 AM - JMC4789

- Status changed from *New* to *Work started*

- Assignee changed from *Sonicadvance1* to *Stenzek*

Stenzek did indeed start something like this, I think it bitrot though.

#15 - 06/29/2018 11:21 PM - JMC4789

- Milestone deleted (*Current*)

This is a non-essential feature that I don't think we can necessarily rush and shouldn't block a release if we do manage to get everything else fixed. Still would be really nice.