Requirements

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For new ESSL 3.0 shaders, SceneComposer 3.1.0 requires a video card capable of compiling GLSL3.0 shaders (ESSL 3.0 shaders are available in newly created solutions based on OpenGL ES 3.0 Base solution).

Revision #1
Created 2023-03-02 06:51:08 UTC by Kanai Tomoaki
Updated 2023-03-02 06:51:21 UTC by Kanai Tomoaki