

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.0

Author: : Capehill

Date: : 2020/5/1 20:01:04

URL:

@IamSONIC

Quote:

Pause option/key would be nice. But for now iconifying seems to pause the render loop as well.

Yes :) I noticed by a chance that CPU hit 100% when iconified. Then I added a `Wait()` call in event handler and it started to behave nicely again.