

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.16

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URL:

@Capehill

It turned out that in 1.78 those ones were fixed: 494, 553, and 544. Only 602 one is freezing and our "green cubes". I created a report about so we move to something:

<http://www.amiga.org/developer/bugreports/view.php?id=617>

EDIT: 602 also fixed