

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.16

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@Capehill

Also found a little bug:

Take for example that nonworking shader: <https://www.shadertoy.com/view/MlffDX>.

Run it, it will bring you 2 error windows (one console output, and another with an "ok" button). Now, once it fails:

- 1). Take the scrollbar of console output, and scroll at the top.
- 2). Hit "OK" in the reaction window.
- 3). Now you still at the top of your previous output once you scroll it via scroll bar as expected, so then close that console window via a close gadget.
- 4). Try to close the main ShaderJoy window => fail + suspend.

Reproducible all the time