

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.16

Author: : kas1e

Date: : 2020/10/25 7:42:17

URL:

@Capehill

Quote:

I'm expecting the application to beep and exit normally regardless of the scrollbar position. For me, the test application is blocked when the scrollbar is up.

Yeah, same for me, until it at the top it blocked. Then once I scroll it down its exit with a beep (with no corruption). Should we discuss it with TonyW maybe?

In our case, it's anyway a bit different... Maybe we need to set there some interrupt handler like if console output close we then "interrupt/break" any further output or something, so control to ShaderJoy is back?