

Subject: : AmigaOS4

Topic: : Shaderjoy 1.18

Re: Shaderjoy 1.16

Author: : Capehill

Date: : 2020/10/25 7:49:43

URL:

@kas1e

Yeah, I could ask Tony about this.

So you don't have that last line corruption / overwrite issue? Have you modified your console settings somehow, line count or such?

I wonder about that output window closing part. Theoretically output window should re-open when new prints appear.