

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.18

Author: : Capehill

Date: : 2020/12/31 18:22:23

URL:

@kas1e

Hmm...paths should be relative to binary. If binary is started from some "random" location then it cannot find the files. Did you check with Snoopy how it looks like? I will take a look next year :)

I removed absolute paths on purpose but maybe there should be some assign...