

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.19

Author: : Capehill

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URL:

@kas1e

It's quite simple: it takes the path part of the SJP file and tries to search the shaders inside that dir. I guess there will be still failures but it should be better than in 1.18.

EDIT: I noticed on the last moment that if your SJP file contains spaces in the path (like "RAM Disk:") it doesn't work , but "RAM:" should.