

Subject: : AmigaOS4

Topic: : Shaderjoy 1.21

Re: Shaderjoy 1.21

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Date: : 2021/4/24 13:41:12

URL:

Version 1.21:

- Revert "hard-coded alpha value" change which broke some multipass shaders.
- Save screenshots using mskNone to avoid alpha channel issues.
- Try to handle space characters in shader paths of project file.

I don't recommend to use spaces anyway :)