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Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

Author: : 328gts

Date: : 2019/3/14 5:29:26

URL:

guys I reached out to Daniel and he was kind enough to give me the latest update below:

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"Wings: it is almost done since months. Beta testing had already been started but then the project fell into hibernation again ?

What remains to be done is bug fixing (mostly dogfight AI related; some airplane model LODs need extra love; some other minor stuff), the Compositing render path (all the rendering layer had been rewritten during the project, and the Compositing backend has not been fully reimplemented yet) and some details here and there.

Before anybody asks: no, I have not taken or seen or wanted even a single dime of those preorders so far, when the game is done, then and only then I'll request my share.

And no, the game has not been released yet. There exist packages for people who asked for a CD which only contains a dev demo build from about one year ago.

It is preorders so if people dont want to wait longer they can cancel it and get their money back.

It is done when it's done. I and only I will say when. Any news on that from other sources is nonsense. Sorry that this has become a neverending story but it is as it is.

Unfortunately this is one of those seldom projects for which I have heavily underestimated the workload (yesyes, T57 too but thats a different story, there the "port" became half of a rewrite because of bad original code).

Wings is no port in the sense that you have some rather portable C code.

It is a game written from scratch with only a pile of partially incomplete or broken or faaar too heavy assets and a few js scripts and such as base. Plus an exe and some youtube vids to check out how it should work and look like.

The conversion and downstripping of the hundreds of 3D models took muuuuuuch more time than I had thought. So did level "conversion" and especially the testing etc (countless maps you all have to check for little issues caused by buggy original data or because you missed subtle details)

If you spend month after month with sth like that, workflow and motivation doesn't become better ?And other projects are to be done as well.And other projects are to be done as well.Both for a living and for Amiga. Anyway, on some day it will be done. I won't trash a project that has costed so much sweat and has come so far."

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so it's 'almost' done but done only when it's done and I for one am very fine with that considering Daniels track record with various successful Amiga projects