

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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Hmmmm...

1. OpenJK with MGL 2.21: player-shadow vs. sabre-lighting-on-floor: z-fighting. According to ddni also happens with 2.20, so let's forget about that for now. Probably even a pure game issue.

2. OpenJK with fresh MGL: stripes in sabre-lighting: at first glance I thought this was z-fighting. But taking a closer look the player's shadow doesn't seem to suffer from this! But in (1) we saw it fighting with the sabre-lighting! So if it was z-fighting I'd expect the shadow to behave similar. But it doesn't. Here it seems to be stable and fine in contrast to the sabre-lighting.

So IMHO there's sth. else going on here. Not to mention the complete vanishing of the sabre-lights sometimes. Very weird.

EDIT: is this changing the picture (incl. that one eventual force crash in OpenJK as reported by kas1e and petrol) for anybody who suffers from the issues?

<http://www.goldencode.de/tmp/mgl.zip>