

Subject: : AmigaOS4

Topic: : Reborn return to castle Wolfenstein

Re: Reborn return to castle Wolfenstein

Author: : NoCache

Date: : 2019/1/11 9:26:52

URL:

@HunoPPC

Hi

Yes, I have all the libraries and headers installed in SDK and all the compiled examples are working well. I'm getting some strange messages from libegl_wrap.so library while compiling though. I think those were some undefined references...

I'm not at home at the moment but I will post the specific messages in new post probably...

It is more related to coding than the game itself :)