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Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

Author: : Daytona675x

Date: : 2019/3/14 11:19:40

URL:

@328gts

Yo John, *this* forum here I actually do monitor 😊

Yes, it's done when it's done and it will be done and unfortunately it's almost done for a long time already 😄

@Raziel

Quote:

Who is responsible for the development of minigl.library?

The last ~ four years Biró, Hans and I improved / fixed it from time to time. But it is not "our" project, so I'd only call us "responsible" to a certain degree 😊

Quote:

I think i read somewhere that it is sitting on an Open Source repository?

Here it is. Yes, the source is open to check out, but it's not GPL or whatever.

<http://www.hyperion-entertainment.com ... niGL/branches/updates-kc/>

If you want to commit stuff then ask Hyperion for access.

Quote:

Who will be doing a new release?

You can compile yourself a recent version. Or you can take those binaries I once provided in that 7z there (probably outdated already).

Other than that I assume (pure personal assumption) that Hyperion will distribute a fresh version via amiupdate from time to time (or maybe if you request it) or when the next OS or SDK update is being released.

On the other hand: there's an MiniGL lib download on os4depot!

<http://os4depot.net/index.php?functio ... river/graphics/minigl.lha>

Hans made that in 2015, so probably he's the one to ask for a fresh "official" binary update through that channel?

Quote:

Is there still a "new" minigl.library (project) coming from Daytona?

Yes, MiniGL Reloaded. Guess what: almost done 😊 (here's an old early video of it  
<https://www.youtube.com/watch?v=ceFVXagrafQ> )