

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

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URL:

@Capehill

Bad news, that patch for minigl about replacing "&&" to "||" in the glTexImage() broken things : Cube and Lugaru (both on os4depot) have problems with textures: Lugaru in menu have white textures, and Cube in game itself have some mess with textures.

I tried firstly my own builds of latest source code, but then tried your one, from the ticket 34, that one:  
[http://capehill.kapsi.fi/minigl/minigl\\_texture\\_debug.lha](http://capehill.kapsi.fi/minigl/minigl_texture_debug.lha)

And it have the same issues as my build.

Once i removed back "||" to "&&" those games start to renders correctly.

Probably its not enough to fix original issue like this, something should be changed somewhere else as well.