

Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

Author: : Daytona675x

Date: : 2019/3/16 7:44:45

URL:

@kas1e

Let me do it.

That freeze is due to Biró's DXT lib replacement. Why it's freezing on your side even without it, no idea, maybe compiler related. I use a (t)rusted gcc 5.x 😊 The resulting lib works stable. Code-size differs due to the lib-change and different compilers.

The code prior to the Capehill patch was broken for sure. If that now happens to break on other games, then it's another side-effect that's being triggered now. Reverting the patch is no solution, it'll break other stuff again.

What do you mean by "precompiled stuff"? There's nothing pre-compiled, as far as I can see.

Regarding SPE: IMHO we should keep it simple for now and only upload the updated std. lib to os4depot.

Note: I asked the mods to create a new thread out of this off-topic-mess here...