

Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

Author: : kas1e

Date: : 2019/3/16 7:47:21

URL:

@Daniell

By precompiled stuff i mean your precompiled binaries, which done before latest changes, and which works fine (no hangs, no texture trashing).

So while issue with texture trashing its Capehill's changes, the hangs come after changes done when you made precompiled libraries/binaries for ppc/spe/etc (probable DXT replacement yeah, maybe i just wrongly switch it back for tests)