

Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

Author: : Daytona675x

Date: : 2019/3/16 7:49:45

URL:

@kas1e

Ah, okay, got it. When I read pre-compiled in relation to sources I thought about precompiled obj-files being linked or whatever 😊

EDIT: I think I found the texture problem... ugly... solving...

EDI2: yup, an ugly side-effect with the internal mipmapping-mess under certain circumstances. I now made a workaround which should satisfy both Capehill and others 😊

Here's a test-build for you to test

<http://www.goldencode.de/tmp/mgl.zip>