

Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

Author: : kas1e

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URL:

@Daytona675x

With your one:

Cube: black screen on running (as amiga_os have with Jedi)

Lugaru: all fine, no white textures

Quake3: the same hang as before

While blackscreen on running seems because of latest change you do now, quake3 hangs the same as it hangs for my builds and seems it caused by any of the changes done since you build precompiled libraries (which works fine). Maybe that `glDrawRangeElements` change make thing going weird somehow ? Or when adding `GL_ARB_draw_elements_base_vertex` and `GL_ARB_map_buffer_range` extensions something going weird which can cause q3 use wrong ones or so ?

EDIT: i for now tried to disable GL extensions in Q3 , and then q3 runs with your library. But once they enabled : hangs. Which make me think its indeed can be something about adding extensions (maybe when adding new ones somehow accidentally remove some code and old extensions stop work correctly?)