
Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

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URL:

@Daniel

With last one (tmp/mgl.zip) visually all fine, i.e:

Cube : no more black screen, no white textures, all fine

Lugaru: no white textures, all fine

Q3 : runs with extensions too (yeah).

But, also find the new big problem :(

Most of time i can't run many times the same app. For example, if i run Cube and exit and then run again and exit, and doing that few times it crashes on one of running right at beginning in the MiniGL Watch-DOG.

Or, if i run/exit quake3 many times (let's say 3-4-5 times), it also crashes on running on last run.

Or, what is more easy to check, if i just run "testgl" from fresh SDL1 release, exit from, and then run again, it also crashes with ABADCB02 in DAR.

All the time crashes didn't point on any registers, everything freezes before stack trace is dumped. Like something very heavy happens with memory/system/etc.

So i doing tests of all libs flying around:

minigl.library 2.20 : all fine, no such crashes

minigl.library 2.21 : all fine, no such crashes

minigl.library 2.22 : didn't have that one

minigl.library from your precompiled_binaries : all fine, no such crashes

minigl.library from your last test archive : issue there

What it mean that there is something still wrong in changes done after you made precompiled binaries.

It also can be that this problem starts early, just i by some luck can't reproduce it with library from precompiled_bins.7z for now

Will check how your last 2 libs reacts