

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : kas1e

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URL:

@Daniel

So far tried with last mgl2.23 build:

games:

Lugaru

Cube

Quake1 Darkplace

Q3 (sdl1 and sdl2 versions)

Return to castle wolfstain

Smocking guns

LettersFall3

NeverBall/NeverPutt

some scene stuff:

nce-trylobyte (music disk)

anti-dominium (demo)

editors:

blender

lodepaint

All seems to works and renders correctly as before, and they all works. I even tried them running one after one : no lockup or crash.

Or we can bump revisions and release is at it, or if you still share motivation we can try to test the same things with enabled back libtxc_dxtn, as maybe issues happens not because of that, but because of what you fix lately.