

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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URL:

@Daytona675x

Thanks for the fix, will going to test it 😊

Just some more minor problems to report:

TestGL example of SDL1 leave some garbage graphics on screen as soon as you quit the window, atleast this is reproducible with latest MiniGL 2.23

See grab: <https://ibb.co/QdwHvmv>

Another issue is related to Quake3

Since practically forever (using MiniGL 2.20 and even using older version of the library) i have a systematic system freeze when i'm turning back into the main area of Quake 3

This one:

<https://tcrf.net/images/thumb/3/34/Qua...png/320px-Quake3title.png>

What is curious is that freeze happen only when i'm stuck in that specific area, and not in other areas of the game option

Initially i though it was because a buggy version of Quake3 i've used, however i noted that all Quake3 port under OS4 seems affected by this, so or it's a bug of the original source of Q3 or it's MiniGL