

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

Date: : 2019/3/17 17:43:45

URL:

@samo79

Quote:

Thanks for the fix, will going to test it

Now you can. Just now I updated both versions mgl / mgldxt accordingly.

Quote:

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

Actually that's sth. I know from all MGL versions or raw Warp3D stuff. Happens from time to time here, seems to depend on hardware and the weather outside 😊

Quote:

Since pratically 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

Phew, no idea. Sounds as if it could be anything, not even related to MGL. I suggest to file a bug and not to expect too much 😊