

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Capehill

Date: : 2019/3/17 17:52:27

URL:

@Daytona675x

Actually both issues have been reported a long ago to Hyperion. For example running MiniGL Gears demo and resizing window can trigger garbage. (Sam440/M9 for example).

Q3 menu freeze has happened from the day one on certain graphics cards (for example M9). It was debugged in ~2008 and W3D never returned from W3D_DrawElements call.

For me it's hard to believe Q3 is buggy. I don't like to blame anyone/thing but for me the most logical place is W3D driver.

People like to blame Q3 but they don't seem to understand that there is no Amiga-specific rendering code in Q3. Draw calls are delegated to MiniGL + Warp3D :(