

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

Date: : 2019/3/17 18:08:45

URL:

@Capehill

Quote:

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 :(

Absolutely. I don't blame Q3 neither.

But there's more than MGL and W3D to make Q3 run on AOS4. And both libs rely on others.

And then there's the fact that some issues are super hard to reproduce depending on hardware (or simply only appear on some hardware, starting with different gfx cards). So I'm not surprised that those issues aren't fixed yet.

@kas1e

Very well! Then I'll clean it up, adjust version numbers, do the commits of the latest fixes etc. and then report back.

Won't happen today anymore though.

@samo79

Quote:

Yeah tested, problem gone

Very well 😊