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Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

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URL:

@Daniel

That version also fine. I doing that way: reboot with that new libraries, and:

- 1). run 5 instances of "testgl" , and exit from
- 2). few run/exit from "cube" and on last one played a bit
- 3). run q1-darkplace, play a bit, exit
- 4). run sdl2 version of q3, timedemo on it, exit
- 5). run sdl1 version of q3, timedemo on it, exit
- 6). for sake of messing the memory a bit run gl4es version of q3, timedemo on it, exit
- 7). run Blender, move a bit in all directions, exit
- 8). run RCTW, played for about 10 minutes, exit
- 9). run Smoking Guns (damn how horrible slow is it even on x5k, need to made gl4es port for sure)
- 10). run LodePaint, paint a little for minute, exit
- 11). fire up odyssey to download some stuff from os4depot (and to mess memory more), download from there some minigl crap, run it as well one by one, all works.

At this point exit, and write that post. So, probably all still fine and good. At least i can't see any problems.

Expectually if i run those mosnters like RCTW, q3 all different versions, odyssey on top of it. If it still didn't crash, i'd say go for that one :)