

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : kas1e

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URL:

@All

Ok, i probabaly know why *.ppm datafiles are broken : if you check inside of any new ones, they all have "0d 0a" inside, while all old ones have just "0a" => usuall cariage return crap differences between amigaos and linux/win32. Which mean, that new ones was generated on linux/win32 or whatever, which put for carriage return 0d/0a instead of 0a, and so, demos which expect them be of fixed size, or maybe having something on necessary place all fail, as it all shifts.

Maybe those files was auto-converted somehow when some copy was done, or maybe they all was just open in some editor, and then saved, so editor add his carriage returns.

Imho easy way will be just replace all *.ppm datafiles from 2.20 archive to the new one, and also overwrite those ones placed on the server where sources placed.