

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

Date: : 2019/3/19 15:26:33

URL:

@ddni

@kas1e

OpenJK on my X5000 SI: either crashes with a checksum error on one of the big game files (read: it manages to corrupt its game file) or freezes right before entering a level. Doesn't matter which MGL version I use.

From what I see it's simply not the most stable game?!