

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

Date: : 2019/3/21 7:55:48

URL:

@all

Alright, because one of the issues seems to be very old and because for the other there are sometimes somehow contradicting reports / sth. that seems to be even hardware related and because the "let's make reasonable assumptions and try"-approach didn't lead to a solution until now, I'm now going to tackle that problem with hard math - with binary search 😊

@all

Please forget everything else and only do the following:

download the latest <http://www.goldencode.de/tmp/mgl.zip> and try the libs inside its 506 subfolder with OpenJK only.

Please tell me the following (and only the following, please let's focus, keep your posts free of anything else please):

1. your specs (model and gfx-card for now)
2. the lib-folder number (506 in this case)
3. does it crash when using the force?
4. is the sabre-lighting looking like [a\) this](#) or like [b\) this](#)?

So a proper answer could be as simple as:

1. x5000, R9 270X
2. 506
3. yes
4. b

Thanks!