

Subject: : AmigaOS4

Topic: : Reborn return to castle Wolfenstein

Re: Reborn return to castle Wolfenstein

Author: : kas1e

Date: : 2019/4/9 20:56:22

URL:

@Huno

Quote:

As for the level 3 actually it is very slow, the map has too many 3D objects and PC version rallenti aussimais it is more obvious on the amigaos4, should I see if by modifying some small thing on the map if I can win FPS.

Well, i play in MiniGL version, and go till the same place : 30 FPS no problems, and no slowing downs, no bugs like rooms to which you can't go inside. While with Reborn, i have there 5 fps, and some strange bug when soldier at the right side are "jump" without end, and i can't go to the room at the right side.

I mean, if it with minigl give 30 fps, then Reborn when everything set to low should give at least the same, and as in all other places it faster, then imho there is some bug or so.

You may try to play with LIBGL\_BATCH 20 environment, it speed up some things radically, maybe will help with Reborn too.