

Subject: : AmigaOS4

Topic: : Reborn return to castle Wolfenstein

Re: Reborn return to castle Wolfenstein

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@Huno

Just finished today Minigl version of RCTW: so passed all 24 levels, and everything are pretty playable around 30-60fps all the time without bugs (very rare some z-fighting issues).

What make me think that speed issues in RCTW Reborn in some parts (as example that Elevator part) can be happens because of GL4ES.

Also those bugs in Reborn with soldiers jumping around in some walls, and some rooms to which you can go (while can in minigl version), probabaly come just from the RCTW Reborn itself, i.e. new bugs from authors which wasn't in the original RCTW.

In other words, MiniGL version is better in end : its playable, no glitches, and no slowing downs like in Reborn.