

Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

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URL:

@mufa

Unfortunately that's "normal". The game requires true Warp3D classic, therefore no Polaris support. It does not use MiniGL.

However, adding a MiniGL render path shouldn't be too hard, after all that's pretty much identical to the OpenGL render path which is already inside for other platforms. So, if the classic W3D driver situation on Polaris doesn't improve, I will likely come up with that which in combination with MiniGL4GL4ES would support your Polaris.

But right now: bad luck with that setup 😞