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Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

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URL:

@mufa

You are lucky 😊

Last night I wrote a quick'n dirty MiniGL render path for Wings. At least here it works with the latest [MiniGL4GL4ES](#), so with a bit of luck this should do on your Polaris 😊

Grab it [here](#).

Note: as being said - quick'n dirty, especially in combination with MGL4GL4ES which by itself is a dirty hack... So don't expect it to work 100% flawlessly and don't expect it to be too stable, especially if not running after clean boot or running for a 2nd time.

Also note that non-Polaris users should better stick to the classic Warp3D version. With the current drivers the manually optimized classic W3D render path is usually significantly faster.

Cheers,  
Daniel