

Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

Author: : Daytona675x

Date: : 2020/2/5 8:41:55

URL:

@mufa

Great 😊

@Templario

I suppose you didn't understand what I wrote [here](#) and [here](#). No offense, but maybe an english speaking spanish friend of yours can translate it to you? I really don't know how to explain the situation more clear and detailed. Also note that I never worked on any other Cinemaware projects.

@khayoz

@328gts

@samo79

Thanks, be my guest 😊

As you can see it's really almost done. Some bugs to be fixed and a handful of gameplay details missing.

@all

Somebody uploaded the demo to MorphOS Storage. I know that this was with good intentions.

However, **please don't upload those in-dev demos anywhere else.**

I want to be able to quickly (= in a minute) replace all of those (= centralized on my server) as soon as I fix / add sth. Such external additional uploads will only result in potentially soon outdated versions floating around, causing more trouble than anything. Yes, the game has an online-update mechanism but for this to work I have to prepare update packages, version everything correctly and tell the update-server - all extra work I'd like to skip / not care about with those demos 😊