

Subject: : AmigaOS4

Topic: : MineCraft (MineTest) work in progress help need it

Re: MineCraft (MineTest) work in progress help need it

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I can't build that beast for win32 for now, as well as creating simple test cases, but if it auto-fixed by the compiler flags, then let it be, all fine :)

Currently, the more important problem is killthread() test not working, and I tried to deal with network-related code that crashes all ways around, which also may be affected by threading.

I will clean all the stuff and put changes on GitHub one by one, so everyone can see what was changed, etc and what bugs left, so it will be easier to follow.