

Subject: : AmigaOS4

Topic: : SDL/Open GL

Re: SDL/Open GL

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Skirting the topic...

six years ago I built a partial (no networking) Quakespasm on top of SDL 1.2. The project has SDL2 supported, too and seems to have had many new versions since. Excerpt from changelog:

"Raised MAXALIASTRIS from 2048 to 4096, so that the Slayer's Testaments mod works." Ie. new game mods want new or weird things.

What I remember doing was making some changes regarding minigl missing stuff, and on top of that I think I failed to have multitexturing, too.

So that could be an engine version for both GPU/driver types.