

Subject: : AmigaOS4

Topic: : GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

Re: GL4ES: another OpenGL over OpenGLS2 emulation - some tech. info and porting progress

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URL:

@kas1e

The cars are not being rendered because the car model data is not being loaded/parsed correctly. This game uses physfs for file system access. I adjusted some stuff already to load the map data, textures, sound ect. correctly.

In the meantime i switched to the latest version of the game. But compiling shows a lot of std::xyz not found. I fixed already few of them 'manually' but since you wrote into the (adtools) bug ticket at github that this missing std:: stuff has been fixed in newer version of newlib i paused porting for now. However if i become bored i continue porting the old version.