

Subject: : AmigaOS4

Topic: : Spring Engine

Re: Spring Engine

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Date: : 2011/5/11 18:30:26

URL:

Downloaded, and in directory base/springcontent/ present directory "shaders" :) in which 2 dirs : ARB and GLSL , with tons of files inside.

What mean that even if it possible to compile engine, and somehow (easy or not easy) disable shaders, its still will a bit suck, because as i see on images from the games which use that engine, all the graphics pretty modern and for sure shaders are here as well.

In other words : gallium/mesa and then.