
Subject: : AmigaOS4

Topic: : ResidualVM and Myst 3 Exile

Re: ResidualVM and Myst 3 Exile

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URL:

@Hans

Now...3D is available and problems start (just as i assumed) 😞

When letting Grim Fandango insode ResidualVM run in Hardware Renderer (Software Renderer unchecked) and Fullscreen i get am error.

Quote:

```
WARNING: Couldn't create 32-bit visual, trying 16-bit!  
WARNING: Couldn't create 16-bit visual with alpha, trying without alpha!  
WARNING: Error: Failed to create MiniGL context!
```

I know that Warp3D/MiniGL are working because my beloved Aquaria started to run again (and amazingly fast too), as does Equilibrio...while UFOAI also throws an error, the very same as it did without Warp3D

Quote:

```
----- video initialization -----  
Error: Unable to dynamically open GL lib : No dynamic GL support in video driver
```

While this "dynamic GL" might probably not be supported i wonder whats the problem with residualvm...then again, iirc there was a change to the source that involved hw rendering and fullscreen crashing...mmh...