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Subject: : AmigaOS4

Topic: : VICE 3.1 locking up my X5000

Re: VICE 3.1 locking up my X5000

Author: : MickJT

Date: : 2017/12/16 19:35:48

URL:

@AmigaBlitter

Quote:

smashing some bugs on the MUI version.

Well, I tried, but haven't succeed yet. The MUI version works before OS4.1 Update 1 (I hadn't yet updated my Sam440). The function call that freezes the system is p96BitMapLock(), part of Picasso96API.library. I don't think I'm skilled enough to re-write it to use graphics.library, even though it's probably simple to do for someone who knows what they're doing. That being said, a deprecated API or not, you'd still expect it to work.

The SDL2 version on the other hand is working OK, insofar as it functions properly and isn't crashing. It's slow, but I don't have the means anymore (without downgrading the OS) to compare MUI vs SDL2, and I'd never tried running a game on the MUI version before I updated the OS.

Anyone desperate for something to download & try can try this SDL2 build here:

<https://www.sendspace.com/file/tkcdws>

But keep in mind, it could be so slow it's unusable. You'll still need all the data files from a full release. You can use -sdl2renderer <renderer> to choose between compositing, software and opengl. You can press F12 to bring up a menu.

Edit: I've managed to get the MUI version working, still using P96 functions. I'll upload a binary later on.