

Subject: : AmigaOS4

Topic: : Freedroid 1.0 soon, make?

Re: Freedroid 1.0 soon, make?

Author: : MickJT

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URL:

@K-L

Does the old version on OS4Depot have the same crash? I'm curious. The stack trace points to libSDL. Are you running it from shell or double-clicking the icon? The icon should be setting a high stack before running the game. Make sure you're not mixing save files between the two. Does it work at 640x480?

Later tonight I'll link it against the latest libSDL. I'm currently using an older libSDL.

By the way I noticed the prob with the tutorial level also happens with the start of the main game, but it doesn't really matter there. The "Old Guy" is supposed to run up to you when you first start.