

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

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URL:

@LiveForIt

The rendering mechanism in Napalm seems to do all rendering by CPU to a buffer, which is then blitted onto the screen. Since it only ever does full screen blits, it is probably not worth doing your MMU hack.

Today I was able to start a game by disabling all audio. As others have mentioned, there is no response from keyboard or mouse.

I think I'm going to remove all the rtgmaster code and go for a standard intuition screen/window. This should actually be fairly simple, because of the simple rendering mechanism (I barely only need to change the one function that does the blitting).