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Subject: : AmigaOS4

Topic: : Basilisk 1.0 beta testing

Re: Basilisk 1.0 beta testing

Author: : LiveForIt

Date: : 2013/10/13 12:04:40

URL:

@tlosm

Quote:

It is really more slow compared with the G4 of pegasos but this is the prize...

I have done some optimizing in uae\_cpu/memory.h

It kind looked bad, because it was a function calling a function called an other function.

I have rewritten most to use macros whit inline assembler.

Because if you ever dis-compile something like that you know huge amount of crap GCC generates when you use functions alone.

Okay this is not JIT, but I think its the best I can do, it does improve video playback on Warcraft II, I can almost turn of frame skip now on the X1000, I think I have few more frames in Duke Nuke em, and I think the music is more in sync in Monkey Island.

I think the yellow thing is OS4 issue or graphic card issue, don't think I can fix that, I was thinking of making a buffered version of the 8bit full screen, its faster then converting to 32bit, and issues are going to go away, whit picasso lock bitmap, instead of using the BMA address direct.

The MMU hack stuff in 0.9, I don't know how does that work for you?