

Subject: : Amiga Emulation

Topic: : ResidualVM Grim Fandango config help

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Hi

The game is fluid

Is it possible to correct Grim Fandango in some way during the game session?

Is there any parameter that could be set with ResidualVm?

I used openGl render

it seems that the opengl is not used correctly

is there any corrective patch?

I use winuae to do this, am I wrong in the settings?

here a little video,

<https://youtu.be/hRN7yH1uqvw>

I apologize but I always try to learn

Thanks for any help