

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Raziel

Date: : 2019/3/23 21:06:28

URL:

@Capehill

Hmm, i'll relay that realloc() comment of yours to my bug report, maybe the devs have more ideas?

Could you share your hacks too?

Maybe if i post them there, they'll get some clues on what is going wrong for AmigaOS4.

wrt the broken sprites:

Yes, that is also already in the [tracker](#), i created it at one of those rare occasions i was able to reach the game et al.