

Subject: : AmigaOS4

Topic: : Open Source cross-platform game engine

Re: Open Source cross-platform game engine

Author: : Hans

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URL:

@ferrels

I'm not sure why you keep talking about developers using AmigaOS 4 to develop for other platforms. Nobody expects commercial or even indie developers to do that. The prime motivation for wanting to port such engines is to bring more games to AmigaOS 4, and also as a toy for existing AmigaOS 4 developers.

As for performance and/or missing hardware features, the Godot engine has a GLES2 backend and targets mobile devices too.

Quote:

There simply isn't enough demand for new games on OS4 to motivate anyone to port the Godot engine and Scons over to OS4. Again, it would be much easier to modify a current version of Godot running on a Wintel box or Mac to produce OS4 binaries than undertake the effort to port Scons AND Godot to OS4...

In order for the Windows/Mac version to be able to produce OS4 binaries... the Godot engine needs to be ported to AmigaOS 4.

Hans