

Subject: : AmigaOS4

Topic: : Battle for Wesnoth - SAM460 - Speed

Re: Battle for Wesnoth - SAM460 - Speed

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@BobSacamano

Is this with Andrea Palmate's newer port? If so, you could try one of the older versions from os4depot.

Newer versions of Battle for Wesnoth have much more graphical effects and animations so they are more CPU intensive.