

Subject: : AmigaOS4

Topic: : Battle for Wesnoth - SAM460 - Speed

Re: Battle for Wesnoth - SAM460 - Speed

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URL:

@BobSacamano

I remember when I played this game with my Sam440ep, the problem with the speed is with big scenarios, you can try to deactivate things like sounds, background music, even animations, and void to play the big scenarios like the orcs history, the son the black eye.

You don't worry for the version is the only port that we have for AmigaOS4 and runs fine, other thing to gain speed is deactivate the option to compress the saved games.