

Subject: : AmigaOS4

Topic: : Possible port of px68k ?

Re: Possible port of px68k ?

Author: : LiveFort

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URL:

@samo79

<https://www.libretro.com/index.php/mission/>

From what I read, you need first libretro, this where all the OS dependency is, then you add the AmigaOS equal of what is BeOS / Unix / Windows has here.

As I read it it's designed to use share objects, I guess it need to use DLL's in windows, not sure what the difference are, but it might have some built in flexibility.

«SHARP X68000» is more complex then the Amiga, I guess this might be way no Amiga emulator exists, but AmigaONE is more powerful then a normal Amiga, so maybe.

Basilisk uses UAE CPU core; it does not look like this one does.