

Subject: : AmigaOS4

Topic: : Lots of sources for comercial and arcade games 1980-2002

Re: Lots of sources for comercial and arcade games 1980-2002

Author: : LiveForIt

Date: : 2021/4/8 12:41:00

URL:

@ferrels

We have the GPU power, what we do not have is multi core support, if a game need multi core support to run it will be to slow, but anyway most games from 2005 or older, should be portable and should be able to run, given that it does not need unreal engine, or some other engine we do not have, yet.

The work of doing the graphic / input io, it will depend on the game.

AROS (and MorphOS) runs on X64 so if you think you need x86 CPU to run the games, you can use AROS, DOOM3 was running on AROS, (NVidia binary blob hack), on some wherry specific hardware setups.

Now DOOM3 is being ported over to AmigaOS4.1, it shows you far we have come, regarding 3D graphics, yes graphic is bit dated now days, but it's huge upgrade from the Quake3 in graphics.

Quote:

A OS4 re-write is needed to enable multi-processor support at a minimum. Again, that won't happen as long as Ben is breathing. AROS x86 SMP is promising though.

That's propaganda, ExecSG team is responsible for AmigaOS4.x kernel, Trever is now the owner of ExecSG, and is responsible for development of SMP, not Ben.

I agree SMP should be on highest of priorities. But hey we just got hardware video decoding, if you do not have a too old graphic card.

AmigaONE X5020 and X5040, X1000 should be all ok hardware.

Sam460 will struggle with CPU heavy games, Sam440 is the absolute minimum for running Amigaos4.

AmigaONE XE/SE G4, G3 had too many problems to be efficient.

Can't really comment on "AmigaONE X1222", but it might finely be out, not too far in future, I guess it will fit some where between X1000 and the Sam460 range. If people have the money, they should buy the AmigaONE X5040, AmigaONE X1222 was always targeted at low end of the market.