

Subject: : AmigaOS4

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

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

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URL:

@ferrels

There really just 2 option convert the code to use OpenGL or use a wrapper.

Googled a bit around there is a few DirectX wrappers

DXGL, <https://dxgl.org/>

I have read some positive comments about it, it is being updated, it is a visual studio project, so the build system will need to be replaced, and we will need to build it as a libXXX.a file, so it can be linked.

<https://www.youtube.com/watch?v=ocFqYQELYD8>

<https://www.youtube.com/watch?v=DWAKFkSUu10>

Not everything will work perfect (Version 0.5.5)

<https://www.youtube.com/watch?v=l4sP5u07SDY>

latest is version 0.5.17.