

Subject: : AmigaOS4

Topic: : Reverse engineered GTA III and Vice City

Reverse engineered GTA III and Vice City

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Maybe a candidate for an OS4 port.

In this repository you'll find the fully reversed source code for GTA III (master branch) and GTA VC (miami branch).

It has been tested and works on Windows, Linux and FreeBSD, on x86, amd64, arm and arm64.

Rendering is handled either by original RenderWare (D3D8) or the reimplementatation librwa (D3D9, OpenGL 2.1 or above, OpenGL ES 2.0 or above).

Audio is done with MSS (using dlls from original GTA) or OpenAL.

The project has also been ported to the Nintendo Switch, Playstation Vita and Nintendo Wii U.

We cannot build for PS2 or Xbox yet. If you're interested in doing so, get in touch with us.

<https://github.com/td512/re3#readme>