

Subject: : AmigaOS4

Topic: : Amiga MAME/MESS - anyone working on it?

Re: Amiga MAME/MESS - anyone working on it?

Author: : Spirantho

Date: : 2006/12/7 10:45:46

URL:

Hi Hitman,

I am very aware of your port - I used to run it and would often check for a new version, which for reasons you've just said didn't happen very often!

The codebase for MAME is changing still, though - v1.07 (I think it was) apparently had a MAJOR video-code rewrite which I need to find out more about.

I don't like relying on SDL - I'm sure it's not optimal and I reckon we could do so much more with MAME and MESS to bring it up to the level of MAME32 with nice GUIs and stuff built in rather than third party ones (or maybe merging a 3rd-party one in so it's more tightly linked?)

I still want to try and do a WarpOS version (a simple uni-CPU one) just for the heck of it but I need to find a way of making a cross-compiler for AOS 4 *and* WarpOS and nobody seems to have one! Hence I may be limited to AOS 4.....

Would it help you to maintain the port if you had two people working on it? I'd really like to see MAME/MESS properly supported...