

Subject: : AmigaOS4

Topic: : FHeroes2 : load/save ?

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Hi All,

thx to Spot we have a port of heroes of might and magic 2 and according to the changelog of the most recent version (SVNr1014 19-apr-2009) load/save is implemented but it does not work.

nothing is saved and loading triggers the GR.

anyone (spot?) got this feature working ?