

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

Author: : Reth

Date: : 2011/7/9 19:11:58

URL:

Just for info:

I can get the game running on Peg2 but the GFX is scrambled and it does not recognize any mouse clicks or key presses. Pictures of a screengrab and what is really seen (digicam) can be viewed here:

[http://amiga.freeunix.net/wizardgroun ... OS4/Napalm\\_ScreenGrab.png](http://amiga.freeunix.net/wizardgroun...OS4/Napalm_ScreenGrab.png)

[http://amiga.freeunix.net/wizardgroun ... 4/Napalm\\_Photo4\\_small.JPG](http://amiga.freeunix.net/wizardgroun...4/Napalm_Photo4_small.JPG)

[http://amiga.freeunix.net/wizardgroun ... 4/Napalm\\_Photo6\\_small.JPG](http://amiga.freeunix.net/wizardgroun...4/Napalm_Photo6_small.JPG)

And no. It is not just a bad taken photo it is really like this!

Furthermore I got it running completely on my A4000 classic (at least within AOS4.0 but IMHO also within AOS4.1). It is really fast there and as posted within another thread/site you need to load a safed game. Starting over a new one does not work at all! (But save games of each level exists in the WWW!)