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Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

Author: : alfkil

Date: : 2011/7/19 18:13:33

URL:

Quote:

Sounds like you fix all the problems already :) Btw, what the problem was with "stuck right after the big "NAPALM" banner" ? Just in some technical interest to know what the differneces in that terms beetwen sam and peg2 :)

I think you misunderstand: Reth was able to run the game `_before_` I even started touching the code, I haven't released my code to anyone yet (before now). As with the stuckness after the banner, I don't know yet, but I'm working on it. Have you tried it on your peg2 machine??

Quote:

So, except the corrupted graphics game already works with sound and so on ?:)

I don't know yet wether the sound works or not. Only thing I know is, that it is using Paula directness, so it can only maybe work with NallePuh. I might try and demangle the sound driver module and see, if I can get some ahi in there.

Quote:

...Maybe you can try to write some small example ...

Here ya go:

<http://dl.dropbox.com/u/5482530/Code%20examples/NAPALM.lha>

Have fun! 😊