

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

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Date: : 2011/12/19 19:18:32

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@TheKorn

Napalm has the same problem with difficulty under WinUAE (with JIT).

I am guessing that the CPU is used for timing certain in-game events, and when it is too fast things happen too quickly... or it may be something far more complicated than that!