

Subject: : AmigaOS4

Topic: : Payback on OS4.1 guide

Re: Payback on OS4.1 guide

Author: : Thematic

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URL:

Since the main problem with Warp3D and Payback seems to be too dark textures, or output, would this be something that could be addressed by either existing or potential (riiight) per-application env variables in the Wipeout vein?