

Subject: : Amiga Emulation

Topic: : RAM Disk 2 appearing in RunInUAE

Re: RAM Disk 2 appearing in RunInUAE

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URL:

@AmigOS

You started a "HD-installed" game from RAM:, so RunInUAE had to make E-UAE able to see OS4's RAM: disk. Since OS3 already has a RAM: disk, you end up with two RAM disks.

If you won't run games from RAM: any more, then it can be manually removed from the .uaerc_RunInUAE config file (a single line, likely near the bottom of the file).

Actually, since RAM: gets emptied on a reboot, it might make sense for RunInUAE to automatically remove RAM: unless it is being used to start a game....