

Subject: : Amiga Emulation

Topic: : RAM Disk 2 appearing in RunInUAE

Re: RAM Disk 2 appearing in RunInUAE

Author: : Elwood

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URL:

@Chris

so if you start a game from RAM \*once\* RunInUAE modifies the config file?

It shouldn't IMO. The config should be "rock solid" or you cannot rely on it and every start is just random :-/

I understand you need to write a specific config file to run the selected file/game. Maybe you can use a file in T: which is overwritten everytime a game is started.