

Subject: : Amiga Emulation

Topic: : RAM Disk 2 appearing in RunInUAE

Re: RAM Disk 2 appearing in RunInUAE

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URL:

@Elwood

I don't really understand your objection. The positive side of the current behaviour is that you can access previously-used games/etc directly from Workbench 3.x . How is having partitions, previously used for E-UAE games, persisting between E-UAE reboots "random" & not stable?

In any event, the current behaviour was a side-effect of wanting to *prevent* the config file from being modified every time you launched something using RunInUAE. Improvements in the beta version of RunInUAE (*) mean this is technically no-longer necessary, but I'm not yet convinced a change of behaviour is needed.

* = which mean it does (usually) create a temporary config file in T: each time something is run.