

Subject: : AmigaOS4

Topic: : Tower 57, pixel art Chaos Engine homage, coming to OS4

Re: Tower 57, pixel art Chaos Engine homage, coming to OS4

Author: : Daytona675x

Date: : 2015/8/29 8:08:09

URL:

@HyperionMP

Quote:

We will ensure that AmigaOS 4.x is capable of running this game

Don't worry, it is already. As being said: otherwise I wouldn't have said "yes" to port it 😊

@zz10h:

Quote:

"Dynamic split-screen" If you and Benito could do that on OS4, wonderful !

I have nothing to do with that. I am just the porting-guy. Also note that such a feature makes no difference regarding a port. From a technical point of view it is just a different way of how to compose the final picture. It doesn't make the port more complicated in any way. Is also isn't technically more demanding.