

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

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@Fairdinkem

We are still on "phase 1", with someone trying to disassemble the game & then re-assemble it back into something that works identically. Only with that done is it possible to try to find & fix what is causing the problem, which is a big job itself.