

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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URL:

Well, it looks like the "muffled" graphics problem is due to a bug in the blitter routines of RTGMaster.library, probably an endian issue (it looks like the graphics are "inverted" every 8 bits or so). I don't know how to solve this currently. Does anyone have access to the rtgmaster sources??