Subject: : AmigaOS4
Topic: : Getting Napalm to run on AmigaOS 4.1.2?
Re: Getting Napalm to run on AmigaOS 4.1.2?
Author: : alfkil
Date: : 2011/7/19 19:24:38
URL:

@Chris

Ok, I removed the link. I didn't consider it dangerous since Clickboom seems to mind their own business, but hey...

(The current link just contains my own code.)

By the way: How did you manage to get Wipeout running on a SAM?? I can install it, run it and start a game, but then it very quickly locks up the entire machine, and also there is some gfx problem with the shadow (or smth). I don't have those updates from ACube installed, do I need them??