

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

Author: : LiveFort

Date: : 2011/7/21 17:22:21

URL:

The scrambled graphic is not a problem, just redirect the output and input to MMU trapped memory area, and encode/decode the bytes before they are written to the real screen.

My MMU hack is open source and can be found in Basilisk II.

If you don't like my hack you will need to track down all write and read operations to screens bitmap to patch etch routine.