

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

Author: : Reth

Date: : 2011/7/22 20:33:46

URL:

@alfkil:

Wow! Impressive what you are able to do here! Really great! What I'm wondering about is the blitting mechanism you mentioned! Since the speed on 68060@MHz with CVPPC in 640x480 was quite playable enough. But when blitting always the entire screen shouldn't this be really slow?

The second point is the GFX scrambling on Peg2 with Radeon 9200 which does not happen on A4000 with CVPPC. When blitting the way you told what can cause these scramblings on Peg2?

Best Regards