

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

Author: : kas1e

Date: : 2011/7/22 21:47:38

URL:

@Reth

Quote:

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?

As far as I remember, games are 8bit? If so, maybe there is just some difference in 8bit modes for cvpcc and radeons drivers. Or maybe there is just some bug in the rtgmaster.library which happens on os4 only, and not on os3.

From other side, as far as I remember, I play in napalm on my voodoo3/mediator/a1200 back in the time, and in my opinion voodoo3 drivers and radeon drivers should't have such big differences which will result as scrambling display.

And as I understand, scrambling display happens not only on peg2, but also on sams and a1. Will be interesting if someone can test Napalm on a1200/a4000 with latest aos4. Just to collect the bugs and problems.

@alkfil

Btw, as far as I remember, someone made an audio.device for aos4 which works through ahi some time ago, but can't be sure on 100%