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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: : 2011/7/23 22:01:44

URL:

@alkfil

Quote:

I have managed to redirect every rtgmaster call to intuition and graphics libraries, and it quite effectively solves the problem with scrambled graphics. It wasn't that hard to do, since the rtmaster calls resembles the equivalent system calls quite closely. Now all that is left to do is sound and mouse/keyboard input. Oh and network also.

Woah ! That is just awesome ! Keep away from rtgmaster.library and redirect all to intuition/graphics are not fix, but update !

Really, i was not expect that someone will do path for Napalm anyday, but seeing how good you progress with all of this, i am almost sure you will done with it :)

ps. if you need testers with peg2, i am yours :)