

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: : 2011/7/29 8:38:10

URL:

@alfkil

Awesome :) Will be pretty interesting to complete napalm on os4 one more time.

Btw, about "The game area only takes up half the screen (sort of 320x480, weird...)", did you mean that now, whole Napalm resolution are 320x480, or, you mean that only plaing area are 320x480, and other parts of screen (640-320) - are for settings/house builder/etc ?

As far as i remember, Napalm have config where you can choice resolution, it it was something around 640x480 ? Or it always was 320x480 ?