

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

Author: : alfkil

Date: : 2011/12/19 13:16:08

URL:

@TheKorn

I would really very much like to do an update that fixes the difficulty problem. I don't know what you mean by sound issues, here it works perfectly well now.

The problem with the difficulty in level 2 is, that it is going to be hard to pin down the problem. You have to understand, that I do NOT have the source code for this game, and so the only way to go is by disassembling. The parts, that I have fixed so far, are all distinguishable by making references to system objects, which are detectable in the code. The part that concerns gameplay is completely uncommented and unstructured, so it is going to be like finding a needle in a haystack. When all that is said, I might try at some point to go in there and see what I can do...