

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

Author: : Elwood

Date: : 2011/12/20 12:23:35

URL:

@ChrisH

In this case, the game probably uses timer.device functions. Maybe Alfkil can look for them in the ASM. But it's only the visible part of the iceberg.