

Subject: : AmigaOS4

Topic: : Getting Napalm to run on AmigaOS 4.1.2?

Re: Getting Napalm to run on AmigaOS 4.1.2?

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Date: : 2011/12/20 12:37:11

URL:

@Elwood

See that's the problem: There is a "timer.device" string in the code, but it is not used for anything. Also if you notice the time written during gameplay in the upper left corner, it doesn't nearly follow real seconds no matter how you set the game speed.

I have located a counter, that might have something to do with the timing, and I have tried slowing it down, but this doesn't solve the problem either. So I am basically stuck...

EDIT: By the way: Has anyone tried the preliminarary NETWORK.SERIAL driver?? I'm dying to see if it works or not!