

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: : 2011/12/20 12:56:41

URL:

@alfkil

Just for laugh: maybe you can try to change timer.device string on something like "#OOPS#.device" , and then trying to run a game. If it will crashy, buggy, or have any kind of problems , then timer.device is indeed uses somehow. If no changes will happens, then nope. Through strange why string present at all then.