

Subject: : AmigaOS4

Topic: : Battle Squadron for AmigaOS 4.X

Re: Battle Squadron for AmigaOS 4.X

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Date: : 2013/11/7 5:47:56

URL:

Tested demo version:

-- classic !
-- works fine on peg2 with all tasty things ON (full zoom, shadow, high res, modern, all frames, fsync, etc). All of this in 640x480x16 fullscreen
-- music rokz pretty much.

Ordered full version as well.

Through there few moments:

1. something wrong when switching from window to fullscreen, and from fullscreen to window. Its somehow "stuck" and need to press randomly few keys to activate working area after switching is done.
2. CPU loading are 100% even if i just in menu, do nothing, and only music plays. Like some usual and classic sdl-busy-loop.

But final opinion anyway: pretty cool.