EclaireXL - Bug #59

Game test: Crownland

09/07/2017 09:55 AM - jozsef

Status:	Closed		**Start date:**	09/07/2017
Priority:	Low		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0:00 hour
Target version:				

Description

Finally my USB-Blaster arrived and I could upgrade to the latest FW:v14
The game loads fine, and I can start playing. That's where the problem is: instead of the playfield graphics, only garbage appears on the screen, and the protagonist falls down and dies immediately.
Can anybody confirm this?

History

#1 - 09/07/2017 07:44 PM - foft

I'll have to check, I thought that worked.

BTW this one is better than v14: svideo_gtia9.sof

#2 - 09/07/2017 09:39 PM - foft

It requires 128K, can you check what memory settings you have? I can only reproduce without extended ram.

#3 - 09/08/2017 06:37 AM - jozsef

I feel myself sooooo dumb, if it is the reason. I have no access to my gear till next week, but that will be the first thing to check.

Sorry!

#4 - 09/12/2017 06:37 AM - jozsef

Yes, it was the memory. Maybe I pushed the reset button after I set the memory. Sorry for the false alarm.
Btw. Is there a way to store the setting I make on the F12 screen?

#5 - 09/12/2017 11:24 AM - admin

Save the video settings (yeah I know that doesn't make sense!)

#6 - 09/14/2017 07:23 PM - foft

- Status changed from New to Closed