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Subject: : AmigaOS4

Topic: : Building Cross-Compiling adtools for Amiga OS4 PowerPC (ppc) with Cygwin/Bash on Ubuntu on Windows

Re: Building Cross-Compiling adtools for Amiga OS4 PowerPC (ppc) with Cygwin/Bash on Ubuntu on Windows

Author: : AmigaBlitter

Date: : 2017/11/15 18:12:45

URL:

@AmigaBlitter

PATH

```
amidev@DESKTOP-C279FRF:~/Software/Development/sdl2-amigaos4-code-199-trunk$ echo $PATH
/home/amidev/bin:/home/amidev/.local/bin:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/local/games:/mnt/c/Windows/System32:/mnt/c/Windows:/mnt/c/Windows/System32/wbem:/mnt/c/Windows/System32/WindowsPowerShell/v1.0:/mnt/c/Program Files (x86)/Skype/Phone:/mnt/c/TDM-GCC-32/bin:/mnt/c/Users/dc_am/AppData/Local/Microsoft/WindowsApps:/snap/bin:/home/amidev/adtools/bin:/usr/local/amiga/adtools-ppc-uwin64-20170623-404/bin
amidev@DESKTOP-C279FRF:~/Software/Development/sdl2-amigaos4-code-199-trunk$
```

EXPORT

```
amidev@DESKTOP-C279FRF:~/Software/Development/sdl2-amigaos4-code-199-trunk$ export
declare -x HOME="/home/amidev"
declare -x HOSTTYPE="x86_64"
declare -x LANG="en_US.UTF-8"
declare -x LESSCLOSE="/usr/bin/lesspipe %s %s"
declare -x LESSOPEN="| /usr/bin/lesspipe %s"
declare -x LOGNAME="amidev"
declare -x LS_COLORS=
"rs=0:di=01;34:ln=01;36:mh=00:pi=40;33:so=01;35:do=01;35:bd=40;33;01:cd=40;33;01:or=40;31;01:mi=00:su=
37;41:sg=30;43:ca=30;41:tw=30;42:ow=34;42:st=37;44:ex=01;32:*.tar=01;31:*.tgz=01;31:*.arc=01;31:*.arj=01;3
1:*.taz=01;31:*.lha=01;31:*.lz4=01;31:*.lzh=01;31:*.lzma=01;31:*.tlz=01;31:*.txz=01;31:*.tzo=01;31:*.t7z=01;31:
*.zip=01;31:*.z=01;31:*.Z=01;31:*.dz=01;31:*.gz=01;31:*.lrz=01;31:*.lz=01;31:*.lzo=01;31:*.xz=01;31:*.bz2=01;
31:*.bz=01;31:*.tbz=01;31:*.tbz2=01;31:*.tz=01;31:*.deb=01;31:*.rpm=01;31:*.jar=01;31:*.war=01;31:*.ear=01;3
1:*.sar=01;31:*.rar=01;31:*.alz=01;31:*.ace=01;31:*.zoo=01;31:*.cpio=01;31:*.7z=01;31:*.rz=01;31:*.cab=01;31:
*.jpg=01;35:*.jpeg=01;35:*.gif=01;35:*.bmp=01;35:*.pbm=01;35:*.pgm=01;35:*.ppm=01;35:*.tga=01;35:*.xbm=0
1;35:*.xpm=01;35:*.tif=01;35:*.tiff=01;35:*.png=01;35:*.svg=01;35:*.svgz=01;35:*.mng=01;35:*.pcx=01;35:*.mov
=01;35:*.mpg=01;35:*.mpeg=01;35:*.m2v=01;35:*.mkv=01;35:*.webm=01;35:*.ogm=01;35:*.mp4=01;35:*.m4v=
01;35:*.mp4v=01;35:*.vob=01;35:*.qt=01;35:*.nuv=01;35:*.wmv=01;35:*.asf=01;35:*.rm=01;35:*.rmvb=01;35:*.fl
c=01;35:*.avi=01;35:*.fli=01;35:*.flv=01;35:*.gl=01;35:*.dl=01;35:*.xcf=01;35:*.xwd=01;35:*.yuv=01;35:*.cgm=01
```

```
,35:*.emf=01;35:*.ogv=01;35:*.ogx=01;35:*.aac=00;36:*.au=00;36:*.flac=00;36:*.m4a=00;36:*.mid=00;36:*.midi=00;36:*.mka=00;36:*.mp3=00;36:*.mpc=00;36:*.ogg=00;36:*.ra=00;36:*.wav=00;36:*.oga=00;36:*.opus=00;36:*.spx=00;36:*.xspf=00;36:"
declare -x NAME="DESKTOP-C279FRF"
declare -x OLDPWD="/home/amidev/Software/Development"
declare -x PATH=
"/home/amidev/bin:/home/amidev/.local/bin:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/u
sr/local/games:/mnt/c/Windows/System32:/mnt/c/Windows:/mnt/c/Windows/System32/wbem:/mnt/c/Windows/S
ystem32/WindowsPowerShell/v1.0:/mnt/c/Program Files (x86)/Skype/Phone:/mnt/c/TDM-GCC-32/bin:/mnt/c/Us
ers/dc_am/AppData/Local/Microsoft/WindowsApps:/snap/bin:/home/amidev/adtools/bin:/usr/local/amiga/adtools-
ppc-uwin64-20170623-404/bin"
declare -x PWD="/home/amidev/Software/Development/sdl2-amigaos4-code-199-trunk"
declare -x SHELL="/bin/bash"
declare -x SHLVL="1"
declare -x TERM="xterm-256color"
declare -x USER="amidev"
```

ENV

```
amidev@DESKTOP-C279FRF:~/Software/Development/sdl2-amigaos4-code-199-trunk$ env
SHELL=/bin/bash
TERM=xterm-256color
OLDPWD=/home/amidev/Software/Development
USER=amidev
NAME=DESKTOP-C279FRF
LS_COLORS=rs=0:di=01;34:ln=01;36:mh=00:pi=40;33:so=01;35:do=01;35:bd=40;33;01:cd=40;33;01:or=40;31;
01:mi=00:su=37;41:sg=30;43:ca=30;41:tw=30;42:ow=34;42:st=37;44:ex=01;32:*.tar=01;31:*.tgz=01;31:*.arc=01
;31:*.arj=01;31:*.taz=01;31:*.lha=01;31:*.lz4=01;31:*.lzh=01;31:*.lzma=01;31:*.tlz=01;31:*.txz=01;31:*.tzo=01;
31:*.t7z=01;31:*.zip=01;31:*.z=01;31:*.Z=01;31:*.dz=01;31:*.gz=01;31:*.lrz=01;31:*.lz=01;31:*.lzo=01;31:*.xz=
01;31:*.bz2=01;31:*.bz=01;31:*.tbz=01;31:*.tbz2=01;31:*.tz=01;31:*.deb=01;31:*.rpm=01;31:*.jar=01;31:*.war=
01;31:*.ear=01;31:*.sar=01;31:*.rar=01;31:*.alz=01;31:*.ace=01;31:*.zoo=01;31:*.cpio=01;31:*.7z=01;31:*.rz=
01;31:*.cab=01;31:*.jpg=01;35:*.jpeg=01;35:*.gif=01;35:*.bmp=01;35:*.pbm=01;35:*.pgm=01;35:*.ppm=01;35:*.
tga=01;35:*.xbm=01;35:*.xpm=01;35:*.tif=01;35:*.tiff=01;35:*.png=01;35:*.svg=01;35:*.svgz=01;35:*.mng=01;35
:*.pcx=01;35:*.mov=01;35:*.mpg=01;35:*.mpeg=01;35:*.m2v=01;35:*.mkv=01;35:*.webm=01;35:*.ogm=01;35:*.
mp4=01;35:*.m4v=01;35:*.mp4v=01;35:*.vob=01;35:*.qt=01;35:*.nuv=01;35:*.wmv=01;35:*.asf=01;35:*.rm=01;
35:*.rmvb=01;35:*.flc=01;35:*.avi=01;35:*.fli=01;35:*.flv=01;35:*.gl=01;35:*.dl=01;35:*.xcf=01;35:*.xwd=01;35:*.
yuv=01;35:*.cgm=01;35:*.emf=01;35:*.ogv=01;35:*.ogx=01;35:*.aac=00;36:*.au=00;36:*.flac=00;36:*.m4a=00;
36:*.mid=00;36:*.midi=00;36:*.mka=00;36:*.mp3=00;36:*.mpc=00;36:*.ogg=00;36:*.ra=00;36:*.wav=00;36:*.oga
=00;36:*.opus=00;36:*.spx=00;36:*.xspf=00;36:
HOSTTYPE=x86_64
PATH=/home/amidev/bin:/home/amidev/.local/bin:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/
games:/usr/local/games:/mnt/c/Windows/System32:/mnt/c/Windows:/mnt/c/Windows/System32/wbem:/mnt/c/
Windows/System32/WindowsPowerShell/v1.0:/mnt/c/Program Files (x86)/Skype/Phone:/mnt/c/TDM-GCC-32/
bin:/mnt/c/Users/dc_am/AppData/Local/Microsoft/WindowsApps:/snap/bin:/home/amidev/adtools/bin:/usr/local/
amiga/adtools-ppc-uwin64-20170623-404/bin
PWD=/home/amidev/Software/Development/sdl2-amigaos4-code-199-trunk
LANG=en_US.UTF-8
SHLVL=1
HOME=/home/amidev
```

LOGNAME=amidev

LESSOPEN=| /usr/bin/lesspipe %s

LESSCLOSE=/usr/bin/lesspipe %s %s

\_=/usr/bin/env

amidev@DESKTOP-C279FRF:~/Software/Development/sdl2-amigaos4-code-199-trunk\$

SDL2 configure output:

```
amidev@DESKTOP-C279FRF:~/Software/Development/sdl2-amigaos4-code-199-trunk$ sudo ./configure --
prefix=/sdk/local/newlib --host=ppc-amigaos --disable-altivec
checking build system type... x86_64-pc-linux-gnu
checking host system type... powerpc-unknown-amigaos
checking how to print strings... printf
checking for ppc-amigaos-gcc... no
checking for gcc... gcc
checking whether the C compiler works... yes
checking for C compiler default output file name... a.out
checking for suffix of executables...
checking whether we are cross compiling... no
checking for suffix of object files... o
checking whether we are using the GNU C compiler... yes
checking whether gcc accepts -g... yes
checking for gcc option to accept ISO C89... none needed
checking for a sed that does not truncate output... /bin/sed
checking for grep that handles long lines and -e... /bin/grep
checking for egrep... /bin/grep -E
checking for fgrep... /bin/grep -F
checking for ld used by gcc... /usr/bin/ld
checking if the linker (/usr/bin/ld) is GNU ld... yes
checking for BSD- or MS-compatible name lister (nm)... no
checking for ppc-amigaos-dumpbin... no
checking for ppc-amigaos-link... no
checking for dumpbin... no
checking for link... link -dump
checking the name lister (nm) interface... BSD nm
checking whether ln -s works... yes
checking the maximum length of command line arguments... 1572864
checking whether the shell understands some XSI constructs... yes
checking whether the shell understands "+="... yes
checking how to convert x86_64-pc-linux-gnu file names to powerpc-unknown-amigaos format...
func_convert_file_noop
checking how to convert x86_64-pc-linux-gnu file names to toolchain format... func_convert_file_noop
checking for /usr/bin/ld option to reload object files... -r
checking for ppc-amigaos-objdump... no
checking for objdump... objdump
checking how to recognize dependent libraries... unknown
checking for ppc-amigaos-dlltool... no
checking for dlltool... no
checking how to associate runtime and link libraries... printf %sn
checking for ppc-amigaos-ar... no
```

checking for ar... ar  
checking for archiver @FILE support... @  
checking for ppc-amigaos-strip... no  
checking for strip... strip  
checking for ppc-amigaos-ranlib... no  
checking for ranlib... ranlib  
checking for gawk... gawk  
checking command to parse nm output from gcc object... ok  
checking for sysroot... no  
checking for ppc-amigaos-mt... no  
checking for mt... mt  
checking if mt is a manifest tool... no  
checking how to run the C preprocessor... gcc -E  
checking for ANSI C header files... yes  
checking for sys/types.h... yes  
checking for sys/stat.h... yes  
checking for stdlib.h... yes  
checking for string.h... yes  
checking for memory.h... yes  
checking for strings.h... yes  
checking for inttypes.h... yes  
checking for stdint.h... yes  
checking for unistd.h... yes  
checking for dlfcn.h... yes  
checking for objdir... .libs  
checking if gcc supports -fno-rtti -fno-exceptions... no  
checking for gcc option to produce PIC... -fPIC -DPIC  
checking if gcc PIC flag -fPIC -DPIC works... yes  
checking if gcc static flag -static works... yes  
checking if gcc supports -c -o file.o... yes  
checking if gcc supports -c -o file.o... (cached) yes  
checking whether the gcc linker (/usr/bin/ld) supports shared libraries... yes  
checking whether -lc should be explicitly linked in... no  
checking dynamic linker characteristics... amigaos ld.so  
checking how to hardcode library paths into programs... immediate  
checking whether stripping libraries is possible... yes  
checking if libtool supports shared libraries... yes  
checking whether to build shared libraries... yes  
checking whether to build static libraries... yes  
checking for ppc-amigaos-gcc... gcc  
checking whether we are using the GNU C compiler... (cached) yes  
checking whether gcc accepts -g... (cached) yes  
checking for gcc option to accept ISO C89... (cached) none needed  
checking for ppc-amigaos-g++... no  
checking for ppc-amigaos-c++... no  
checking for ppc-amigaos-gpp... no  
checking for ppc-amigaos-aCC... no  
checking for ppc-amigaos-CC... no  
checking for ppc-amigaos-cxx... no  
checking for ppc-amigaos-cc++... no  
checking for ppc-amigaos-cl.exe... no

checking for ppc-amigaos-FCC... no  
checking for ppc-amigaos-KCC... no  
checking for ppc-amigaos-RCC... no  
checking for ppc-amigaos-xIC\_r... no  
checking for ppc-amigaos-xIC... no  
checking for g++... g++  
checking whether we are using the GNU C++ compiler... yes  
checking whether g++ accepts -g... yes  
checking how to run the C++ preprocessor... g++ -E  
checking for ld used by g++... /usr/bin/ld  
checking if the linker (/usr/bin/ld) is GNU ld... yes  
checking whether the g++ linker (/usr/bin/ld) supports shared libraries... no  
checking for g++ option to produce PIC... -fPIC -DPIC  
checking if g++ PIC flag -fPIC -DPIC works... yes  
checking if g++ static flag -static works... yes  
checking if g++ supports -c -o file.o... yes  
checking if g++ supports -c -o file.o... (cached) yes  
checking whether the g++ linker (/usr/bin/ld) supports shared libraries... no  
checking dynamic linker characteristics... amigaos ld.so  
checking how to hardcode library paths into programs... immediate  
checking for a BSD-compatible install... /usr/bin/install -c  
checking whether make sets \$(MAKE)... yes  
checking for ppc-amigaos-windres... no  
checking for windres... no  
checking for an ANSI C-conforming const... yes  
checking for inline... inline  
checking for working volatile... yes  
checking for GCC -MMD -MT option... yes  
checking for linker option --no-undefined... yes  
checking for ANSI C header files... (cached) yes  
checking for sys/types.h... (cached) yes  
checking stdio.h usability... yes  
checking stdio.h presence... yes  
checking for stdio.h... yes  
checking for stdlib.h... (cached) yes  
checking stddef.h usability... yes  
checking stddef.h presence... yes  
checking for stddef.h... yes  
checking stdarg.h usability... yes  
checking stdarg.h presence... yes  
checking for stdarg.h... yes  
checking malloc.h usability... yes  
checking malloc.h presence... yes  
checking for malloc.h... yes  
checking for memory.h... (cached) yes  
checking for string.h... (cached) yes  
checking for strings.h... (cached) yes  
checking wchar.h usability... yes  
checking wchar.h presence... yes  
checking for wchar.h... yes  
checking for inttypes.h... (cached) yes

checking for stdint.h... (cached) yes  
checking limits.h usability... yes  
checking limits.h presence... yes  
checking for limits.h... yes  
checking ctype.h usability... yes  
checking ctype.h presence... yes  
checking for ctype.h... yes  
checking math.h usability... yes  
checking math.h presence... yes  
checking for math.h... yes  
checking float.h usability... yes  
checking float.h presence... yes  
checking for float.h... yes  
checking iconv.h usability... yes  
checking iconv.h presence... yes  
checking for iconv.h... yes  
checking signal.h usability... yes  
checking signal.h presence... yes  
checking for signal.h... yes  
checking for size\_t... yes  
checking for M\_PI in math.h... yes  
checking for working alloca.h... yes  
checking for alloca... yes  
checking for working memcmp... yes  
checking for working strtod... yes  
checking for mprotect... yes  
checking for malloc... yes  
checking for calloc... yes  
checking for realloc... yes  
checking for free... yes  
checking for getenv... yes  
checking for setenv... yes  
checking for putenv... yes  
checking for unsetenv... yes  
checking for qsort... yes  
checking for abs... yes  
checking for bcopy... yes  
checking for memset... yes  
checking for memcpy... yes  
checking for memmove... yes  
checking for wcslen... yes  
checking for wcscmp... yes  
checking for strlen... yes  
checking for strlcpy... no  
checking for strlcat... no  
checking for \_strrev... no  
checking for \_strupr... no  
checking for \_strlwr... no  
checking for strchr... yes  
checking for strrchr... yes  
checking for strstr... yes



checking for itoa... no  
checking for \_ltoa... no  
checking for \_uitoa... no  
checking for \_ultoa... no  
checking for strtol... yes  
checking for strtoul... yes  
checking for \_i64toa... no  
checking for \_ui64toa... no  
checking for strtoll... yes  
checking for strtoull... yes  
checking for atoi... yes  
checking for atof... yes  
checking for strcmp... yes  
checking for strncmp... yes  
checking for \_stricmp... no  
checking for strcasecmp... yes  
checking for \_strnicmp... no  
checking for strncasecmp... yes  
checking for vsscanf... yes  
checking for vsnprintf... yes  
checking for fopen64... yes  
checking for fseeko... yes  
checking for fseeko64... yes  
checking for sigaction... yes  
checking for setjmp... yes  
checking for nanosleep... yes  
checking for sysconf... yes  
checking for sysctlbyname... no  
checking for getauxval... yes  
checking for poll... yes  
checking for pow in -lm... yes  
checking for atan... yes  
checking for atan2... yes  
checking for acos... yes  
checking for asin... yes  
checking for ceil... yes  
checking for copysign... yes  
checking for cos... yes  
checking for cosf... yes  
checking for fabs... yes  
checking for floor... yes  
checking for log... yes  
checking for pow... yes  
checking for scalbn... yes  
checking for sin... yes  
checking for sinh... yes  
checking for sqrt... yes  
checking for sqrtf... yes  
checking for tan... yes  
checking for tanf... yes  
checking for iconv\_open in -liconv... no

```
checking for iconv... yes
checking for struct sigaction.sa_sigaction... yes
checking libunwind.h usability... no
checking libunwind.h presence... no
checking for libunwind.h... no
checking for GCC builtin atomic operations... yes
checking for GCC -mmmx option... yes
checking for GCC -m3dnow option... yes
checking for GCC -msse option... yes
checking for GCC -Wall option... yes
checking for necessary GCC -Wno-multichar option... no
checking for OpenGL ES v2 headers... yes
checking for pthreads... yes
checking for recursive mutexes... yes
checking for pthread semaphores... yes
checking for sem_timedwait... yes
checking for pthread_np.h... no
checking for pthread_setname_np... yes
checking for pthread_set_name_np... no
configure: creating ./config.status
config.status: creating Makefile
config.status: creating sdl2-config
config.status: creating sdl2-config.cmake
config.status: creating SDL2.spec
config.status: creating sdl2.pc
config.status: creating include/SDL_config.h
config.status: include/SDL_config.h is unchanged
config.status: executing libtool commands
config.status: executing sdl2_config commands
config.status: executing summary commands
SDL2 Configure Summary:
Building Shared Libraries
Building Static Libraries
Enabled modules :
atomic audio video render events joystick haptic power filesystem threads timers file loadso cpuinfo assembly
Assembly Math : mmx 3dnow sse
Audio drivers : dummy amigaos4
Video drivers : dummy amigaos4 opengl opengl_es2
Input drivers : amigainput
Using libsamplerate : NO
Using libudev : NO
Using dbus : NO
Using ime : NO
Using ibus : NO
Using fcitx : NO
```