

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Raziel

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Quote:

for C++ there is an option to enclose system headers in a C++ namespace

For C++: If you define `__USE_AMIGAOS_NAMESPACE__` then everything Amiga-SDK-related will be put into the AmigaOS namespace, so e.g. Image becomes AmigaOS::Image.

Note however that the SDK's idltool had a bug until end of 2016 which caused it to create slightly wrong header-files which didn't fully respect this define. One ogles2.lib header suffered from this too, it had been noticed and fixed just recently in v2.1.

Some other lib's headers may of course still suffer from this issue and you'll probably have to manually correct them.