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Subject: : AmigaOS4

Topic: : Quick networking question

Re: Quick networking question

Author: : broadblues

Date: : 2019/4/1 10:45:29

URL:

@Hans

Answered there:

Quote:

If you are coding on AmigaOS4 and don't require backwards compatibility the easiest solution is to use the interface.

ie

definetly `bsdsocket`

`ISocket->connect()`

Otherwise it's being careful about how you order your includes.

Just adding

```
#include <proto/bsdsocket.h>
```

Should be enough in most cases as that will pull in the inlines and those will replace the functions call with macros referencing `ISocket` or `SocketBase` depending on the target (AmigaOS4 or 68k).

It's little easier to be certain with `clib2` as there is a separate `libnet.a` so not linking against that will give errors if you messed up your includes.