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Subject: : AmigaOS4

Topic: : BlitzMax for AmigaOS4.x

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Hi after a time of off and on development due to my work schedule I am finally pleased to make an initial publication of my port of Blitzmax available on GitHub.

The BlitzMax language is a BASIC like(use that very loosely) that supports some object oriented concepts. It integrates very well with native C/C plus plus for very easy extension and includes LUA support for easy enhanced scripting capabilities in applications.

### [BlitzMax for AmigaOS4.X](#)

This my first Amgia contribution so feedback is appreciated. The level of effort was considerable as the back-end of PPC compiler had to be re-coded correctly for System V ABI vs the original Apple OSX ABI. AmigaOS applicable defines where required in Build system and Runtime but seems to be working well.

I have covered the basics of the runtime to provide graphic support for Max2d with MiniGL as well as Audio driver and networking support. I still need to work out the Joystick support.

The big limitation is support for MaxGUI as I am torn on strategy with regard to UI support. MaxGUI was never all that great and there is a huge AmigaOS API gap that needs to be filled.

If interested I have also forked the original BlitzMax repo and intend on pushing my changes into that Fork but I doubt it will be up-streamed as author has moved on but who knows. This will allow you to also use the language on Linux/Window/OSX if desired. There is a large number of downloadable modules and extensions and would be happy to provide guidance adding additional support for Amiga.

I have tested on Classic under emulation(very slow give the install some time) as well as my X5000.

I appreciate all feedback good and bad. And although i have done my best to download and install you guys are getting first exposure so my fingers are crossed.

Thanks and Regards

Doug