

Subject: : AmigaOS4

Topic: : BlitzMax for AmigaOS4.x

Re: BlitzMax for AmigaOS4.x

Author: : DStastny

Date: : 2018/2/21 13:17:58

URL:

@samo79

Mark abandoned Monkey-X and moved on to Monkey2.

Fixed Link

[Monkey 2](#)

Monkey2 is pretty neat and a much more complex language that generates C++ that feeds into compiler chain vs BlitzMax which generates PPC assembly. So should be significantly easier to port.

That being said I am not all that interested in as I took this up because of the challenge of the PPC assembly aspect of the compiler and getting it working on Amiga ABI. Not to say I wont think about it but lot more to accomplish on BlitzMax yet mainly the GUI support.

I have another richer language(Blitz like) I authored that I would like to port but I have but yet to get LLVM to compile correctly on AmigaOS.

Thanks for interest,

Regards

Doug