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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

And something still seems wrong somewhere about `SDL_GetTicks()` when builded with "make -f makefile.amigaos4"

For sake of tests i then just re-downloaded <https://github.com/capehill/os4sdl> , latest master build. Then "makefile -f makefile.amigaos4". And once i port any game which have `SDL_GetTicks()` in , it always crashes on it.

I.e. its even without GL4ES changes i do.

Through, some simpler test cases (like `SDLgears`, which do use `SDL_GetTicks()` too : works).

I also tried to rebuild it with (just in case, as i remember that works before):

Quote:

```
./configure --build=i686-pc-cygwin --host=ppc-amigaos --disable-shared --enable-static --disable-pthreads
```

It builds fine too, but then, the same crashes in `SDL_GetTicks()` :(

I then build prove-to-be-working-in-past version from `adtools` repo (via the same `./configure` line), and it works ! No crashes in `SDL_GetTicks()`! Apply GL4ES changes: still works.

So..

That mean, is that we do broke it or when do changes in terms of removing of `pthread`s support (not remove it fully?), or when update to 1.2.15 , or when change `configure` scripts.