
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

After just searching in whole .h files on the word "THREAD" (case sensitive) , and to compare them with your version, and with version from adtools, i can see that SDL_thread.h a bit different, as well as SDL_thread.c. But swapping them from adtools version over to your one, didn't fix problem, and ITimer still 0x0.

Then i just checked SDL_os4timer.c files, and they really different. In your one all is "simple" , without any INIT , without any:

Quote:

```
void _INIT_os4timer_startup(void) __attribute__((constructor));  
void _EXIT_os4timer_shutdown(void) __attribute__((destructor));
```

While adtools's version have that.

For sake of tests i just swap out SDL_os4timer.c from adtools over our one , then do change in the SDL.c os4timer_init on os4timer_Init (as it in adtools version like this). Recompile, build, run : Pointer here !

So, something happens when refactoring and changes was done in the os4timer related code since adtools version.