

Subject: : AmigaOS4

Topic: : DevilutionX - Diablo 1

Re: DevilutionX - Diablo 1

Author: : NoCache

Date: : 2019/2/3 18:21:59

URL:

@Hans

I found that Big-endian is supported by code, so all I had to do so to configure the environment correctly. Tried to use the `__builtin` swap functions but it ended as undefined reference, anyway, I found the functions in `SDL_Endian` while wondering around in SDK.

Now I'm able to read the files, open the main window and initialize SDL, then I got to GR, so it is time to do some debugging

@kas1e, @thematic

I used default SDK's gcc, but I will definitely recompile it again with latest adtools

@everyone

thanks for suggestions, I wouldn't figure it out without You :)

I will keep You informed