

---

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : kas1e

Date: : 2019/2/13 14:27:01

URL:

@Raziel

Wstring stuff is about unicode wide characters (which half implemented if i remember right). So to make it works you can do as Alfkil do for his QT port:

```
namespace std
{
typedef basic_string<wchar_t> wstring;
}
```

Cant say how good that hack is, but probably all will works fine except parts where some non-standard text characters will be used in some text.