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Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2019/2/15 12:31:05

URL:

@Thematic

Alternatively, if you do not want to touch system headers as Hans show, you can do some workaround like we do in Barony:

```
#ifdef __amigaos4__
char buff[50] = {0};
sprintf(buff, "savegames/savegame%d", saveIndex);
std::string filename = buff;
#else
std::string filename = "savegames/savegame" + std::to_string(saveIndex);
#endif
```