

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Capehill

Date: : 2019/3/23 19:13:17

URL:

@Raziel

Fullpipe crashed for me as well.

C++ new operator uses probably malloc too (what else?).

Newlib and malloc started to ring some bells and it seems that ScummVM does sometimes realloc(). I wonder if this could break the allocation scheme? Here is some info: [http://forum.hyperion-entertainment.c...
f=14&t=1591&hilit=realloc](http://forum.hyperion-entertainment.com/showthread.php?p=14&t=1591&hilit=realloc)

I hacked custom malloc/calloc/realloc/free functions into ScummVM and Fullpipe started without crash 3 times. It crashed on each exit though - probably my fault :) By the way game sprite graphics looks buggy, perhaps endian-related.

I think realloc issue is not fully confirmed but it's one potential clue.

Tried also Fullpipe on Linux with Valgrind and Clang but didn't see much.