

Subject: : AmigaOS4

Topic: : library auto init code

Re: library auto init code

Author: : Hans

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URL:

@salass00

It's my own code, and I'm only using `__USE_INLINE__`. It's definitely linking the static library, because `objdump` lists the lib's `.ctors` and `.dtors`. Added to that, it won't build if I don't link to the `autoinit` stub library, and it'll complain about the missing interface pointer.

However, I get a NULL pointer crash at the first function call for the library, which means that the code is never run.

EDIT: Of course, I am using the standard startup code, yet it's simply not being run.

EDIT2: As an experiment, I tried using a graphics library function, and the official `libauto`'s code *does* get called. `Objdump` shows the graphics library's entries in `.ctors` and `.dtors`, along with those for my library. So why are only the graphics library's ones called?

Hans