
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2019/9/25 18:21:20

URL:

@Capehill

ScummVM:

If i include proto/exec.h i get

Quote:

```
C++ backends/platform/sdl/amigaos/amigaos-main.o
backends/platform/sdl/amigaos/amigaos-main.cpp: In function 'int main(int, char**)':
backends/platform/sdl/amigaos/amigaos-main.cpp:49:2: error: 'DebugPrintF' was not declared in this scope
DebugPrintF("IDOS: %d\n", IDOS);
^~~~~~
gmake: *** [backends/platform/sdl/amigaos/amigaos-main.o] Error 1
```

thus i used inline4/exec.h

ResidualVM:

Yeah, i did, the answer was:

Quote:

If you're simply enabling error checking for debugging, here is what I would do: (in descending order of convenience)

- Use gDEDebugger or AMD CodeXL and break on error
- Use apitrace or Renderdoc and check the error log
- If your OpenGL implementation is new enough or has the right extensions, use the OpenGL debug hooks
- If your OpenGL implementation is open source, put a breakpoint on the function that sets the error flag
- Finally, if nothing else works, patch the code to wrap all OpenGL calls with a wrapper that calls `glGetError`.`