

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Capehill

Date: : 2019/10/7 18:25:27

URL:

@Raziel

Quote:

It clashes with common/str.cpp and produce a crash, but nevermind.

Really? How?

Quote:

What could/should i look at next to see and maybe find why the shared objects build is crashing on loading a game (and ultimately on loading in a shared object engine)?

I would add debug traces close to the crash site (before the crash line) if the root cause is somehow non-obvious.