
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Raziel

Date: : 2019/10/22 18:02:24

URL:

@capehill

Quote:

```
C++    backends/platform/sdl/sdl.o
backends/platform/sdl/sdl.cpp: In member function 'virtual void OSystem_SDL::initBackend()':
backends/platform/sdl/sdl.cpp:295:52: error: cannot convert from pointer to base class 'GraphicsManager'
to pointer to derived class 'SdlGraphicsManager' because the base is virtual
static_cast<SdlGraphicsManager*>(_graphicsManager)->activateManager();
^
gmake: *** [backends/platform/sdl/sdl.o] Error 1
```

edit:

i really hope it will be just another NULL pointer case...ideally one that is as easy to fix as the last one

Any debug prints i should set?