

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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URL:

@Raziel

For creating a shared object:

-fPIC is need to compile files for a shared object (library parts)

-shared is needed when linking the shared object file itself

For using a shared object:

-use-dynld is needed when you want to link an executable file with some shared object (.so instead of .a)

I will check the files at some point but they are really the ones that came with the GCC.

You can try to use `-athread=single` and I think linker will give you errors if that's a no-go. Generally it's not usable for SDL games, for example, because audio runs in its own thread.