Subject: : AmigaOS4
Topic: : Porting to AmigaOS4 thread
Re: Porting to AmigaOS4 thread
Author: : kas1e
Date: : 2019/12/18 16:28:03
URL:

@Raziel
Probabaly will finish it today, just need 3-4 hours more.

Quote:

> msys2 don't work as well.
> I'm stuck in an infinite loop needing to build lhasa, but can't because i'm missing a working gcc...which i
> can only make after installing SDK.lha...which i can't due to missing lhasa

Mmm.. just to make things clear : does not matter if you on msys2 or on cygwin, you firstly need to install their
GCC. Not our one. For cygwin you install cygwin's gcc, for msys2 you install msys2's gcc (mingw). Then, by that
gcc you compile all the tools you need at first (and that include lhasa). Our gcc there not need it and play no
role, as you build bins and stuff for that computer on which you run it. lhasa there is need it to unpack/pack .lha
archive from those environments on win32, i.e. to run exactly on win32. That why their gcc used.

And only after that, you build cross-compiler gcc for amigaos4, by their gcc.

That how all crosscompilers works everywhere : you have one compiler for native (i.e. where you install it), and
then, by that native compiler you compile any gcc for any other machine you need. For example, if you want to
have crosscompiler for aros, morphos, aos4 and aos3 , you install cygwin (or msys2), then their own GCC
firstly (without anything about amiga parts) and only then, you install those 4 crosscompilers and can use them
when need it.

In other words, if you want just crosscompiler for aos4 , you end up with 2 gcc in your msys2 or cygwin
environment : their one, and our one builded by their one.