

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : kas1e

Date: : 2019/12/22 20:09:05

URL:

@Raziel

Quote:

Yes, I know it will easily be three or more times faster on the pc, but I want to keep the build native since that should still be the ultimate aim, shouldn't it?

To have a working SDK that is able to compile such big projects.

Otherwise, we can drop the whole native SDK development and let the devs focus on something else.

Just IMHO is that as we have no resources, we already need to drop in SDK all those Autotools, CMake, automakes and whatever else. They always VERY old, and never up2date, and never bug-free. What we need from SDK, its everything else which left: native libraries for clib2 and newlib, includes, native GCC (yeah, to compile natively on os4 anyway).

We anyway have NO SDK updates at all anymore (and I not sure if we ever will), so why we need to hold things inside, which will be mostly of no use because of different factors :) But anyway that not big deal, what we have now already enough, especially when there is ability to cross-compile things.

Quote:

I do still have one question.

Does cross compiling support shared builds/objects?

I know that shared builds are turned off for the cross builds (buildbot, through a Linux server) in scummvm since it does not build working binaries.

Cross-compiling in no way anyhow different from a native building. Just you build amigaos4 things by x86 binaries, but still, everything as on native. Of course, you can build the same shared objects and whatever else. Everything the same as native, just bug less and issue free when it comes to Autotools and stuff.

I never like sobjes, but I still build one app which uses them: LodePaint, and that one I build on Cygwin's

cross-compiler, so yeah, no problems.