

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2019/12/22 21:06:32

URL:

@kas1e

And once again thank you.

Wrt to native compiling...

Our system will die even faster if there won't be an up to date native compiler anymore.

The reason is easy.

If a dev cross compiles he/she is already working most of his/her time on a foreign system.

Why would he/she care anymore once we really lose a native sdk?

I'm just talking from my pov, if I'd be forced to compile everything on a foreign platform, I'd sooner or later drop the hassle and simply use the program on said foreign platform (at last if my hardware dies).

And right now, I don't want to do that, I want to be able to do everything on amiga, for how long...I don't really know.

Since I don't do high end gaming, I could already switch to windows or linux with my (gaming) interests (scummvm residualvm, uae). I would even have less to care about...

And I fear that this might be one of the main reasons why no new users arrive...why would they bother with so much drawbacks?

If we start to let the native sdk stuff die too why would any outside devs, let alone users, care to use amigaos?

Plus, it's awesome as hell to be able to natively compile programs on amigaos.