
Subject: : CodeBench

Topic: : Codebench and C++

Re: Codebench and C++

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That probably because of "../" , as equalent on amigaos are pure "/".

I.e. if you need on directory up, then "cd /" , not "cd ../".

To make makefiles works both on amigaos4 natively and on corsscompiler, usually you made some vars in makefiles where you detect if it native or corsscompiler, and depends do the things. Like in that makefile we have for glsnoop:

```
ifneq ($(shell uname), AmigaOS)
  CC      = ppc-amigaos-gcc
  DELETE  = rm -f
  STRIP   = ppc-amigaos-strip
  AMIGADATE = $(shell date +"%d.%m.%Y")
else
  CC      = gcc
  DELETE  = delete
  STRIP   = strip
  AMIGADATE = $(shell date LFORMAT "%d.%m.%Y")
endif

NAME = glSnoop
OBSJ = main.o ogles2_module.o warp3dnova_module.o logger.o gui.o common.o filter.o timer.o profiling.o
DEPS = $(OBSJ:.o=.d)

CFLAGS = -Wall -Wextra -O3 -gstabs -D__AMIGA_DATE__="$(AMIGADATE)"

# Dependencies
%.d : %.c
  $(CC) -MM -MP -MT $@ -o $@ $< $(CFLAGS)

%.o : %.c
  $(CC) -o $@ -c $< $(CFLAGS)

$(NAME): $(OBSJ) makefile
  $(CC) -o $@ $(OBSJ) -lauto
```

```
clean:  
    $(DELETE) $(OBJS)
```

```
strip:  
    $(STRIP) $(NAME)
```

```
ifneq ($(MAKECMDGOALS),clean)  
-include $(DEPS)  
endif
```

In the same way you add something like "SEPARATOR" and use it later when need it: if it crosscompiler then
"./" if it amigaos4 native then "/"