

Subject: : Odyssey

Topic: : Odyssey 1.23: AOS4 source code on GitHub

Re: Odyssey 1.23: AOS4 source code on GitHub

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URL:

@All

So all the SDK files for Odyssey are in the repo too!

There is: [https://github.com/kas1e/Odyssey/tree/...ssey-r155188-1.23\\_SDK/SDK](https://github.com/kas1e/Odyssey/tree/...ssey-r155188-1.23_SDK/SDK)

SDK automatically will download when you just do "git clone <https://github.com/kas1e/Odyssey.git>", so all you need it to copy all the files over your AmigaOS4 SDK.

Through, you better have "Odyssey only" cross-compiler installation, as Odyssey uses some libs which are older than your ones may be in the SDK, as well as some of them have custom code added (like fontconfig, cairo, curl, etc). So if you do care to not overwrite some of your up2date 3d party libs, then create special Adtools install somewhere for Odyssey only.

How\_to\_build.txt also updated with all that and other info, and tested that all builds fine:

[https://github.com/kas1e/Odyssey/blob/...HOW\\_TO\\_BUILD\\_AMIGAOS4.txt](https://github.com/kas1e/Odyssey/blob/...HOW_TO_BUILD_AMIGAOS4.txt)

I retested it by creating new Cygwin installation (copying my os4coding article about how to install Adtools on Cygwin), installing latest Adtools 8.3.0 on it, then added few more packages such a "gperf" and "ruby" (i noted that all in the how\_To\_build.txt), then downloading whole odyssey repo (which now contain SDK), copy all the SDK files over amigaos4 SDK just as it, running CMake command (as shown in how\_To\_build.txt), then when all builds, compile manually main.cpp and link it together to the binary.

Bug with switching to GCC 8.x with "progdir:conf/" and "conf" part being trashed heavy still there in the repo, so need to be deal first to have the same 1:1 working build as it was with GCC 4.4.3.

If anyone will try to build the thing now it will be pretty helpfull to pinpoint if there is can be mistakes in my "how\_to" and whole building process.

Thanks!

@PJS

Realistically I think nothing will come up from (but I do hope to be wrong), but at least now when anyone will ask

~~where sources so we can update MediaPlayer part", or "where is sources so we can fix crashes in javascript",~~  
or "where are sources so we can fix that and that": they all there, with all VERY easy build instructions as possible, with almost fully automatic build, and with everything absolutely tested/retested and uploaded together with everything it needs.

I even made some Q/A in the "how\_To\_build.txt", where put info where is media files placed, where are GUI files, where that and that, etc.

And at the end of all, all the os4 specific code can be seen from GitHub now, which is easier for everyone to understand what happens and where.