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Subject: : Odyssey

Topic: : Odyssey 1.23: AOS4 source code on GitHub

Re: Odyssey 1.23: AOS4 source code on GitHub

Author: : kas1e

Date: : 2020/3/1 15:16:29

URL:

@Hans

Quote:

I still hit the missing cairo.h error, but that's because my cross-compiler is in /usr/local/amiga/adtools8/ instead of where your instructions says it should be. A simple soft-link can work around that.

But with that you on your own :) You surely will need to adjust compiling of main.cpp accordingly as well as you may have issues somewhere else too not only with Cairo.

It's always better when anyone who even trying to do anything with have same setups.

With cairo at least you can simple change in in CMAKE/AddGlobalCompilerFlags.cmake in 2 places that:

```
-I/usr/local/amiga/ppc-amigaos/SDK/local/common/include/cairo
```

On

```
-I/whereyour_SDK_are/local/common/include/cairo
```

But maybe with softlink it will be better (so no need to adjust anything later about).