

Subject: : Odyssey

Topic: : Odyssey 1.23: AOS4 source code on GitHub

Re: Odyssey 1.23: AOS4 source code on GitHub

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@kas1e

Here's my final tweak to your instructions:

```
ppc-amigaos-g++.exe -mlongcall -D__USE_INLINE__ -std=gnu++0x \  
-Wno-expansion-to-defined -Wall -W -Wno-parentheses -fno-exceptions \  
-I/usr/local/amiga/ppc-amigaos/SDK/local/common/include/cairo \  
-I../Base \  
-I../Base/wtf \  
-I../Source/WebKit/OrigynWebBrowser/Api/MorphOS \  
-I../Source/JavaScriptCore \  
-I../Source/WTF \  
-I../Source/WebCore/platform \  
-I../Source/JavaScriptCore/runtime/ \  
-c ../Tools/OWBLauncher/MorphOS/main.cpp -O2 -o  
Tools/OwbLauncher/CMakeFiles/owb.dir/MorphOS/main.cpp.obj
```

All the paths have been changed to be relative to the build subdirectory, so you no longer have to put the Odyssey source code in /amiga/Odyssey/.

Hans