
Subject: : Odyssey

Topic: : Odyssey 1.23: AOS4 source code on GitHub

Re: Odyssey 1.23: AOS4 source code on GitHub

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@Capehill

Made big commit today : added proper debugging functionality: defined bug(), so D(bug("...")); can be used. Thus we use DebugPrintF() on OS4 everywhere instead of kprintf() and get rid of clib2's libdebug.a. There are new file "Base/debug.h" which currently looks like this:

```
#ifndef ODYSSEY_DEBUG_H
#define ODYSSEY_DEBUG_H

#if defined(__amigaos4__)
#include <proto/exec.h>
#define bug(fmt, args...) {DebugPrintF("[%s:%ld %s] ", __FILE__, __LINE__, __FUNCTION__); DebugPrintF(fmt, ##args);}
#elif defined(__amigaos3__)
#include <clib/debug_protos.h>
#define bug(fmt, args...) {kprintf("[%s:%ld] ", __FILE__, __LINE__); kprintf(fmt, ##args);}
#elif defined(__MORPHOS__)
#include <clib/debug_protos.h>
#define bug(fmt, args...) {kprintf("[%s:%ld %s] ", __FILE__, __LINE__, __FUNCTION__); kprintf(fmt, ##args);}
#elif defined(__AROS__)
#include <aros/debug.h>
#undef bug
#undef D
#define bug(fmt, args...) {kprintf("[%s:%ld %s] ", __FILE__, __LINE__, __FUNCTION__); kprintf(fmt, ##args);}
#endif

#endif /* ODYSSEY_DEBUG_H */
```

Also removed everywhere include of clib2/debug_protos.h (as it anyway now included for os3 and morphos from debug.h).

Rebuild everything from scratch: all seems to builds and works fine.

If you have any suggestions/ideas about plz feel free :)