
Subject: : AmigaOS4

Topic: : Help me in compiling latest pixman and cairo graphics

Re: Help me in compiling latest pixman and cairo graphics

Author: : salass00

Date: : 2020/4/26 14:53:18

URL:

@kas1e

Quote:

oh, i see that in this commit: https://github.com/salass00/pixman_lib ... 9efd75ae974c5142a5baac86b you seems to try to deal with the same bug , but `tls_fast_path_cache_free()` added to `libClose` of `init.c` (so meaning it's only for shared version of library), but where to put that stuff if i build just usuall link `.a` version ?

You can add it in a destructor function like:

```
void __attribute__((destructor)) pixman_cleanup(void)
{
    tls_fast_path_cache_free();
}
```

or just use `PIXMAN_NO_TLS` if you don't need multi-threading, i.e. all rendering is done from the same thread.

Quote:

Through i curious about one thing : in your configure you had `--disable-libpng`. But in Odyssey visually even with that switch all seems to works still the same as before. Did you aware where exactly libpng have needs to be used in pixman build ?

AFAIK libpixman doesn't need or use libpng itself. Instead it is only used in some tests/example programs.