
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

and using -v in gcc:

...

```
ppc-amigaos-gcc -o testgamecontroller testgamecontroller.o -v -use-dynld -ISDL2 -athread=native -lpthread
```

Using built-in specs.

```
COLLECT_GCC=/Devel/SDK/gcc/bin/ppc-amigaos-gcc
```

```
COLLECT_LTO_WRAPPER=/Devel/SDK/gcc/bin/./libexec/gcc/ppc-amigaos/8.4.0/lto-wrapper
```

```
Target: ppc-amigaos
```

```
Configured with: /var/lib/jenkins/workspace/native-gcc-8/gcc/repo/configure
```

```
--with-bugurl=https://github.com/sba1/adtools/issues --with-pkgversion='adtools build 8.4.0' --host=ppc-amigaos
```

```
--target=ppc-amigaos --disable-nls --prefix=/gcc
```

```
--with-gmp=/var/lib/jenkins/workspace/native-gcc-8/native-build/root-cross
```

```
--with-mpfr=/var/lib/jenkins/workspace/native-gcc-8/native-build/root-cross
```

```
--with-mpc=/var/lib/jenkins/workspace/native-gcc-8/native-build/root-cross --enable-languages=c,c++
```

```
--enable-haifa --enable-sjlj-exceptions --disable-libstdcxx-pch --disable-tls --enable-threads=amigaos
```

```
--enable-lto
```

```
Thread model: amigaos
```

```
gcc version 8.4.0 (adtools build 8.4.0)
```

```
COMPILER_PATH=/Devel/SDK/gcc/bin/./libexec/gcc/ppc-amigaos/8.4.0:/Devel/SDK/gcc/bin/./libexec/gcc:/Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0/./.././../ppc-amigaos/bin/
```

```
LIBRARY_PATH=/Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0:/Devel/SDK/gcc/bin/./lib/gcc:/Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0/./.././../ppc-amigaos/lib:/Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0/./.././../ppc-amigaos/lib
```

```
COLLECT_GCC_OPTIONS='-o' 'testgamecontroller' '-v' '-use-dynld' '-athread=native'
```

```
/Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0/./.././../ppc-amigaos/bin/ld --eh-frame-hdr --defsym
```

```
__amigaos4__=1 -q -d -V -Qy /Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0/gthr-amigaos-native.o -dy
```

```
-L/SDK/newlib/lib -L/GCC/lib/gcc/ppc-amigaos/8.4.0/newlib/lib -L/SDK/local/newlib/lib -L/SDK/local/common/lib
```

```
-o testgamecontroller -use-dynld /SDK/newlib/lib/crtbegin.o -L/Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0
```

```
-L/Devel/SDK/gcc/bin/./lib/gcc -L/Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0/./.././../ppc-amigaos/lib
```

```
-L/Devel/SDK/gcc/bin/./lib/gcc/ppc-amigaos/8.4.0/./.././.. testgamecontroller.o -ISDL2 -lpthread -lgcc --start-group
```

```
-lc --end-group -lgcc /SDK/newlib/lib/crtend.o
```

```
GNU ld (GNU Binutils) 2.23.2
```

```
Supported emulations:
```

```
amigaos
```

```
elf32ppc
```

```
testgamecontroller.o: In function `loop':
```

```
testgamecontroller.c:99: undefined reference to `SDL_GameControllerTypeForIndex'
```

```
testgamecontroller.o: In function `WatchGameController':
```

```
testgamecontroller.c:234: undefined reference to `SDL_JoystickGetDevicePlayerIndex'
```

make: *** [testgamecontroller] Error 1

Using this SDL2 release/files: <https://github.com/AmigaPorts/SDL/releases/tag/v2.0.12-rc2-amigaos4>