
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Date: : 2020/6/18 16:17:50

URL:

@Capehill

1)Yes, Install script:

makelink from=libSDL2.so to=libSDL2-2.0.so soft

Ok maybe then c:version doesn't "like" links. will try again with "real" libSDL2-2.0.so and post md5sum et all.

EDIT:

Aaaand you were right didn't notice, but I had a libSDL2.so FILE, removed, create link and now compiles correctly 😊

THXALAOT

```
#make -f Makefile.amigaos4
```

```
ppc-amigaos-gcc -gstabs -O2 -Wall -ISDK:Local/newlib/include/SDL2 -DHAVE_OPENGL -c -o
```

```
testgamecontroller.o testgamecontroller.c
```

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

```
testgamecontroller.c:156:16: warning: unused variable 'high_frequency_rumble' [-Wunused-variable]
```

```
  Uint16 high_frequency_rumble = SDL_GameControllerGetAxis(gamecontroller,
```

```
  SDL_CONTROLLER_AXIS_TRIGGERRIGHT) * 2;
```

```
  ^~~~~~
```

```
testgamecontroller.c:155:16: warning: unused variable 'low_frequency_rumble' [-Wunused-variable]
```

```
  Uint16 low_frequency_rumble = SDL_GameControllerGetAxis(gamecontroller,
```

```
  SDL_CONTROLLER_AXIS_TRIGGERLEFT) * 2;
```

```
  ^~~~~~
```

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

```
#list sobjs:libSDL2#?
```

```
Directorio "sobjs:" a Jueves 18-Jun-20
```

```
libSDL2-2.0.so      4296799 ----rwed Lunes   20:31:48
```

```
libSDL2-2.0_debug.so  4380299 ----rwed Lunes   20:24:26
```

```
libSDL2.so         vacío ----rwed Lunes    22:39:30
```

```
> libSDL2-2.0.so
```

```
3 ficheros - 8473K bytes - 16953 bloques usados
```

```
#md5sum SOBJS:libSDL2.so
```

~~7bceedae5b025633628467e984308a90 SOBJS:libSDL2.so~~

#md5sum SOBJS:libSDL2-2.0.so

7bceedae5b025633628467e984308a90 SOBJS:libSDL2-2.0.so

#version SOBJS:libSDL2-2.0.so file

libSDL2.so 0.12

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libSDL2.so 0.12