

Subject: : AmigaOS4

Topic: : Redeclaration error

Re: Redeclaration error

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URL:

@Raziel

There no list, because it probably makes no sense to create, as it depends on what name of structures used in the code you try to port.

I.e. "Image" structure pretty often used (as it is logical), and this one also used in our SDK too => conflicts, you had to rename it.

also "Screen", "Point" i.e. everything one may want to use in his project, and which also AmigaOS may have.

That all happens not very often, but if happen, you can see the name of the conflicting structure from error log.

Probably the easier way will be as Capehill points out: comment out intuition include in minigl includes, and if that didn't help, then ask ScummVM coders to maybe rename Image to something like _Image. And if they will keep silent about, then just rename it locally on your build