
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Raziel

Date: : 2020/11/22 15:45:05

URL:

@jabirulo

With your changes i now get htis

```
C++ backends/dialogs/amigaos/amigaos-dialogs.o
backends/dialogs/amigaos/amigaos-dialogs.cpp: In member function
'char* AmigaOSDialogManager::utf8ToLocal(char*)':
backends/dialogs/amigaos/amigaos-dialogs.cpp:69:33: error: too many arguments to function
'char* strcpy(char*, const char*)'
   strcpy(out, dst_str, dstlen);
           ^
In file included from /SDK/newlib/include/stdio.h:29,
                 from ./common/scummsys.h:118,
                 from backends/dialogs/amigaos/amigaos-dialogs.cpp:28:
/SDK/newlib/include/string.h:31:8: note: declared here
char *_EXFUN(strcpy,(char *, const char *));
   ^~~~~~
backends/dialogs/amigaos/amigaos-dialogs.cpp: In member function
'virtual Common::DialogManager::DialogResult AmigaOSDialogManager::showFileBrowser(const Common::U3
2String&, Common::FSNode&, bool)':
backends/dialogs/amigaos/amigaos-dialogs.cpp:111:56: warning: cast from type 'const value_type*' {aka
'const char*'} to type 'char*' casts away qualifiers [-Wcast-qual]
   char *newTitle = utf8ToLocal((char *)utf8Title.c_str());
                                   ^
gmake: *** [backends/dialogs/amigaos/amigaos-dialogs.o] Error 1
```

I did not check what happens when i cancel, but i guess it's the same as with when i simply close the asl window, right?

Then nothing happened, no crash