
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2020/11/22 19:37:53

URL:

@jabirulo

That did it, no ore crashes, games being added

Thanks a lot, sir

Now, if you can help me getting rid of this warning

```
C++ backends/dialogs/amigaos/amigaos-dialogs.o
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()));
                        ^
```

Nevermind the below...simply removing "ASLFR_DrawersOnly, " from the ASLWindow works 😊

...

and show me how to get the files (and not only the directories) to display in the asl requester, that would be grand

(The sdl implementation of the file browser does show the files too and i want to stick as close to the original behaviour as possible)