

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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URL:

@Raziel

Anyway calling attach() from class or struct before checking if _frameBuffer returned NULL or not, is bad coding, this stuff gives people grim reappears and unstable system, maybe good idea to check if its NULL, and it fails runs error about not being able to create frame buffer.

```
_frameBuffer->attach();
```

anyway if ever wonder about if some part is included or not, simply add a warning message.

```
#warning "this code is being used !!!"
```