

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Capehill

Date: : 2020/11/24 18:34:28

URL:

@LiveForIt

Based on the pasted code framebuffer was created using the normal C++ new operator, so it should throw a bad_alloc exception. To get a nullptr on failure one should use the (nothrow) version.