

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2021/1/2 12:44:53

URL:

And again noob help please.

I was trying out a simple image display (SDL2) program of a few lines in size.

After fixing all the compilation errors i'm stuck at one.

```
#include <iostream>
```

This file is not found by the compiler

Quote:

```
gcc -c -o Img_SDL.o Img_SDL.c
In file included from Img_SDL.c:2:
iostream.h:2:10: fatal error: iostream: No such file or directory
2 | #include <iostream>
  |      ^~~~~~
compilation terminated.
gmake: *** [Img_SDL.o] Error 1
```

The file itself resides in SDK:gcc/include/c++/9.1.0/iostream, so i guess it's a missing path or assing somewhere, but shouldn't the ones that are placed by the SDK installer be sufficient?

Here's the example code (yes, it's the - slightly adapted - SDL image display example, need it to test something else)

```
#include <stdlib.h>
#include <iostream>
#include <SDL2/SDL.h>
#include <SDL2/SDL_image.h>

int main(int argc, char* argv[]) {
    using namespace std;
    if (SDL_Init(SDL_INIT_VIDEO | SDL_INIT_EVENTS) < 0) {
```

```

cout << "Error SDL2 Initialization: " << SDL_GetError();
return 1;
}

if (IMG_Init(IMG_INIT_PNG) == 0) {
    cout << "Error SDL2_image Initialization";
    return 2;
}

SDL_Window* window = SDL_CreateWindow("First program", SDL_WINDOWPOS_CENTERED,
SDL_WINDOWPOS_CENTERED, 800, 600, SDL_WINDOW_OPENGL);
if (window == NULL) {
    cout << "Error window creation";
    return 3;
}

SDL_Renderer* renderer = SDL_CreateRenderer(window, -1, SDL_RENDERER_ACCELERATED);
if (renderer == NULL) {
    cout << "Error renderer creation";
    return 4;
}

SDL_Surface* lettuce_sur = IMG_Load("lettuce.png");
if (lettuce_sur == NULL) {
    cout << "Error loading image: " << IMG_GetError();
    return 5;
}

SDL_Texture* lettuce_tex = SDL_CreateTextureFromSurface(renderer, lettuce_sur);
if (lettuce_tex == NULL) {
    cout << "Error creating texture";
    return 6;
}

SDL_FreeSurface(lettuce_sur);

while (true) {
    SDL_Event e;
    if (SDL_PollEvent(&e)) {
        if (e.type == SDL_QUIT) {
            break;
        }
    }

    SDL_RenderClear(renderer);
    SDL_RenderCopy(renderer, lettuce_tex, NULL, NULL);
    SDL_RenderPresent(renderer);
}

SDL_DestroyTexture(lettuce_tex);
SDL_DestroyRenderer(renderer);

```

```
SDL_DestroyWindow(window);  
IMG_Quit();  
SDL_Quit();  
  
return 0;  
}
```