

Subject: : AmigaOS4

Topic: : gcc 9 and 10

Re: gcc 9 and 10

Author: : sTix

Date: : 2021/1/3 19:45:39

URL:

@kas1e

Quote:

Wow! Did you apply patches from adtools which were done for early versions of GCC in full? If so, I may try to build Odyssey with it as well!

For gcc 9 all patches are applied. The only thing that had to go was c++17 (but that obviously isn't a part of the original patchset) due to limitations in clib2, like you've already noticed. I haven't tried newlib but since those sources are hidden somewhere in the woods it's IMHO better to fix the limitations in clib2.

For gcc 10 some 68k improvements and threading related patches had to go temporarily. But for OS4 and C++<11 it should be alright. In other words, gcc 10 is still WIP. Gcc 9 has been merged in the main repo but I haven't yet opened a PR for 10 since I want to take a closer look at what I've done (and did not do) first since I will probably need help from Sebastian Bauer and it's a bit rude to ask for help without being atleast somewhat clear when trying to explain the problem :)

Quote:

Dare I ask if you are willing to deal with some issues later ?:)

I can always try. It's not my area of expertise though, and tomorrow the day job will absorb most of my time again.