

Subject: : AmigaOS4

Topic: : gcc 9 and 10

Re: gcc 9 and 10

Author: : kas1e

Date: : 2021/1/3 19:52:46

URL:

@sTix

Quote:

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

There is that bad one: <https://github.com/sba1/adtools/issues/76>

This one needs it for one of the big games I want to make on os4, and it used very a lot in the game's code in all different ways, so fixing the game's code is pain. And it's better to have more things working in GCC, maybe someday someone will take a task of WebKit port, etc and those things will be in need.

I offer everyone 100\$ for just fixing this one, but so far no one wants to deal with :)