

Subject: : AmigaOS4

Topic: : MineCraft (MineTest) work in progress help need it

Re: MineCraft (MineTest) work in progress help need it

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URL:

@kas1e

I wrote a quick posix semaphore implementation for a game port that I haven't finished.

As I didn't get the game fully compiled it is completely untested.

You can find the code for it here:

[https://www.dropbox.com/s/43b4g16kvhd7 ... emaphore-amigaos4.7z?dl=0](https://www.dropbox.com/s/43b4g16kvhd7...emaphore-amigaos4.7z?dl=0)

I'm not sure if the locking in `sem_getvalue()` is needed. I added it just to be safe, but this particular operation doesn't really seem safe to me even with the locking (because of multitasking there is no guarantee that the value is still correct after the function has returned).