

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2021/1/14 0:01:35

URL:

@Raziel

I might be very very wrong here, but if I remember correctly shared objects on OS4 aren't shared for real, in the sense that only one instance of the lib exists in memory. Each application will have its own copy. If that's the way it works then you'll actually waste memory instead of saving. The 'dynamic' part comes with a cost, it only makes sense (resource wise) if it's shared for real, otherwise static will be smaller (in RAM) and faster (oh well, not much, but anyway). I guess the feature exists to make porting easier. Static builds also makes it possible for the compiler / linker to throw away things that aren't used and apply optimizations that wouldn't be possible otherwise.