

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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URL:

@Capehill

I can, of course, try that switch, but the problem lies, for now, not in the final binary size (AmigaOS4 can still cope with such exe sizes fine, running them at least) but with linking of such big binaries natively.

With every new engine introduced the binary will grow and on linking stage even more ram is used to produce a static binary.

The fact that, on a system with 2 GB installed, only about 1.6 GB is useable, limits such final binary size to a max of approx. 78-80 MB (for ScummVM at least).

With ScummVM 2.3.git I'm already at 75 MB, so give it another year maximum and it won't link natively anymore.

Unfortunately none of the little helper switches, like saving memory in favour of more write accesses while compiling, -flt0 etc, doesn't work natively.

Of course I could switch to cross compiling, but then i could also trash my amiga completely and switch to pc/linux.

With the shared build on the other hand I not only would have all third party libs out of the main binary, but also every available and future engine as a plugin, which massively reduces the linking ram usage and binary size (2.3.git is way below 30 MB).

I dont think that shared is as broken, because I was able to compile a working shared version with sources from 2.0.0, after that every build was crashing.

I do believe that there is only something stupidly small preventing a working binary, but due to our lack of a proper debugger I cannot provide the reason.

And no, I wasn't able to rebuild the 2.0.0 shared build, because its nothing in scummvm source, but on the system side.

Where, I dont know.