

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Capehill

Date: : 2021/1/15 7:37:29

URL:

@Raziel

I guess you have the swap partition?

Have you tried to assign T: to some hard drive directory? This trick used to help me in GCC2 times - but it might be that it doesn't help with the linking process...

One possibility would be to split the ScummVM into multiple parts with different games. Not ideal of course :)

Do you mean the `dynamic_cast` crash by shared build issue or?