

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Recompiled a couple of games here with "-use-dynld" switch and no problems, except on ZGloom it compiles ok, but when running I get a requester:

```
ELF.library: Unable to resolve symbol '_ZNSt7_cxx1112basic_stringSt11char_....'
```

Compiling without "-use-dynld" no problems.

link line is:

```
ppc-amigaos-g++ zgui.o hud.o script.o iffhandler.o font.o objectgraphics.o quick.o monsterlogic.o config.o  
zgloom.o renderer.o menuScreen.o decrunchmania.o titlescreen.o gloommap.o gloommaths.o gamelogic.o  
soundhandler.o binresource.o -ISDL2_mixer -lxml -lmikmod -lmodplug -lFLAC -lsmpeg2 -lvorbisfile -lvorbis  
-logg -ISDL2 -pthread=native -use-dynld -o ZGloom.debug
```