

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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You can jut copy

include/interfaces/xmp.h

include/proto/xmp.h

include/xmp.h

and libxmp.a

in your game build path and just add to compiler build (makefile) "-I. -L." so it will search in these paths.

or to SDK:Local (include & lib), but IIRC this xmp version is rather old.