

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Sinan

If you on crosscompiler, then CMAKE works as expected, if you compile things on OS4 native, then you will have problems and will be in needs compile all manually: as Raziel says making own makefiles, or just some bat scripts.

As for porting any library : all you need to know/find if it use or not some OS specific parts (like win32 api, or some internal unix apis). If no, and all coded cross-platform (like SDL/SDL2 or pure C/C++), then it can be ported very easy. But gf it have specific usage of APIs from other OSes , then you will be out of luck most of time (as it mean some rewriting, and usually quite a lot and hard).

But this library looks like can be ported easy, as it can use SDL2 for audio output , so pretty possible it will be just compile and put to SDK.