
Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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URL:

@Raziel

cloned the github you posted.

Tweaked a bit the makefile and (a couple of sources) got a build, but it shows title screen and freezes there :-/
with a GR/crash on decode.c

Makefile I use:

```
#SDL_CFLAGS := `sdl2-config --cflags`
```

```
#SDL_LIBS := `sdl2-config --libs`
```

```
CC := ppc-amigaos-gcc
```

```
OS := $(shell uname)
```

```
ifeq ($(strip $(OS)),AmigaOS)
```

```
    AMIGADATE = $(shell c:date LFORMAT %d.%m.%Y)
```

```
else
```

```
    AMIGADATE = $(shell date +"%-d.%-m.%Y")
```

```
endif
```

```
INCS = -gstabs -ISDK:Local/newlib/include/SDL2 -D__AMIGADATE__="$(AMIGADATE)" -D__USE_INLINE__
```

```
SDL_CFLAGS += $(INCS) -Wall -std=gnu99
```

```
SDL_LIBS = -athread=native -lmodplug -ISDL2 -lstdc++
```

```
BB := decode.c fileio.c game.c level.c objects.c resource.c screen.c sound.c staticres.c tiles.c unpack.c
```

```
JA := game.c level.c resource.c screen.c sound.c staticres.c unpack.c
```

```
BB_SRCS := $(foreach f,$(BB),bb/$f)
```

```
JA_SRCS := $(foreach f,$(JA),ja/$f)
```

```
SRCS := $(BB_SRCS) $(JA_SRCS)
```

```
OBJS := $(SRCS:.c=.o)
```

```
DEPS := $(SRCS:.c=.d)
```

CPPFLAGS := -Wall -Wpedantic -MMD \$(SDL_CFLAGS) -I.

all: blues bbja

blues: main.o sys_sdl2.o util.o \$(BB_SRCS:.c=.o)
\$(CC) \$(LDFLAGS) -o \$@ \$^ \$(SDL_LIBS)

bbja: main.o sys_sdl2.o util.o \$(JA_SRCS:.c=.o)
\$(CC) \$(LDFLAGS) -o \$@ \$^ \$(SDL_LIBS)

clean:
rm -f \$(OBJS) \$(DEPS)

-include \$(DEPS)