

Subject: : AmigaOS4

Topic: : Lots of sources for comercial and arcade games 1980-2002

Re: Lots of sources for comercial and arcade games 1980-2002

Author: : LiveForIt

Date: : 2021/4/8 14:27:16

URL:

@ferrels

"Can't find procedure Audio_UploadGeometry".

The first thing to do figure out how many of these functions are missing, google the function names, see if you find library it needs.

Create dummy function, and declare missing structs and classes, if you can't find any, put printf in functions, so when it called, you know.

Do not try to attempt replacing large chunks of code before you know what it does.

That's my only advice.

Also if the game has configure script, disable everything, get it compiling first, enable things one thing at the time.

I guess if anyone is interested in porting games, have look at this:

<https://www.youtube.com/channel/UC3ts8coMP645hZw9JSD3pqQ>

SetenityOS is new OS that in some ways are less mature then AmigaOS, but this youtube channel show what to do, and how to work whit cross compiler, how to fix small mistakes, etc. so It's wherry insightful to watch.