

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Capehill

Date: : 2021/4/17 10:42:21

URL:

@Raziel

Quote:

[graphics/opengl/context.cpp:73]

scummvm_debug:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x8c (section 12 @ 0x252794)

[graphics/opengl/context.cpp:59]

scummvm_debug:_ZN6OpenGL9ContextGL10initializeENS_14ContextOGLTypeE()+0x78 (section 12 @ 0x252780)

[backends/platform/sdl/sdl.cpp:218] scummvm_debug:_ZN11OSystem_SDL11initBackendEv()+0x90 (section 12 @ 0x59B)

I did a little bit investigation on this ScummVM with plugins -related problem and it seems that:

With plugins disabled, symbol `mini_CurrentContext` is "B" type and
with plugins enabled, symbol `mini_CurrentContext` is "U" type.

You can check this with `nm scummvm | grep mini`. If you enable verbose build in `config.mk`, you can see the difference between build flags.

It seems that for some reason, ScummVM core code is also built with `-fPIC` and this seems to affect the symbol type. For example I was able to crash one of my SDL test programs by building it with `-fPIC` and linking dynamically. I would expect that `-fPIC` was only enabled for library code.

Unfortunately, if you disable `-fPIC` in `config.mk` and rebuild `graphics/opengl/context.cpp`, the next issue will be `dynamic_cast` DSI.