
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

Hi all

I am trying to compile this little game

<https://github.com/landersson/roketz3d>

It was written for SDL1.2, now I migrated them to SDL2

However when I try to compile it, I get these errors

compiling with g++ or adding
#include <cstring> to source code

does not work..

Sinan@LENOVO /amiga/roketz3d

```
$ ppc-amigaos-gcc -athread=native *.cc -o roketz.3d -IGL -IGLU -ISDL2 -ISDL2_mixer -ISDL2_image -lplib  
-ljpeg -lpng -lz -lm -lc -lthread -lstdc++
```

```
test_png.cc: In function 'void png_mem_write_data(png_structp, png_bytep, png_size_t)':
```

```
test_png.cc:31:5: error: 'memcpy' was not declared in this scope
```

```
31 |   memcpy(buf->buffer + buf->offset, data, length);
```

```
|   ^~~~~~
```

```
test_png.cc:11:1: note: 'memcpy' is defined in header '<cstring>'; did you forget to '#include <cstring>'?
```

```
10 | #include <zlib.h>
```

```
+++ |+#include <cstring>
```

```
11 |
```

```
test_png.cc: In function 'int compress_png(unsigned char**, int, int, uint8_t*, int)':
```

```
test_png.cc:63:5: error: 'memset' was not declared in this scope
```

```
63 |   memset(&png_buf, 0, sizeof(png_buf));
```

```
|   ^~~~~~
```

```
test_png.cc:63:5: note: 'memset' is defined in header '<cstring>'; did you forget to '#include <cstring>'?
```

```
test_png.cc: In function 'int main()':
```

```
test_png.cc:125:5: error: 'memset' was not declared in this scope
```

```
125 |   memset(data, 0, width * height * 3);
```

```
|   ^~~~~~
```

```
test_png.cc:125:5: note: 'memset' is defined in header '<cstring>'; did you forget to '#include <cstring>'?
```

```
threads.cc: In constructor 'ImageData::ImageData(uint8_t*, int, int)':
```

```
threads.cc:18:62: error: class 'ImageData' does not have any field named '_size'
18 |   ImageData(uint8_t *data, int wid, int id) : _data(data), _size(size), _id(id) { }
   |                                     ^~~~~
threads.cc:18:68: error: 'size' was not declared in this scope
18 |   ImageData(uint8_t *data, int wid, int id) : _data(data), _size(size), _id(id) { }
   |                                     ^~~~~
threads.cc: In function 'int jpeg_writer_thread(int)':
threads.cc:46:1: warning: no return statement in function returning non-void [-Wreturn-type]
46 | }
   | ^
```