
Subject: : AmigaOS4

Topic: : Cmake and adtools

Re: Cmake and adtools

Author: : alfkil

Date: : 2021/8/26 17:25:12

URL:

@DStastny

Quote:

```
cmake \  
-DCMAKE_FIND_ROOT_PATH="/opt/adtools" \  
-DCMAKE_FIND_ROOT_PATH_MODE_INCLUDE=ONLY \  
-DCMAKE_SYSTEM_NAME="Generic" \  
-DCMAKE_SYSTEM_PROCESSOR="PowerPC" \  
-DCMAKE_C_COMPILER="ppc-amigaos-gcc" \  
-DCMAKE_CXX_COMPILER="ppc-amigaos-g++" \  
-DCMAKE_ASM_COMPILER="ppc-amigaos-as" \  
-DCMAKE_MAKE_PROGRAM="make" \  
-DCMAKE_CXX_FLAGS_INIT="-mcrct=newlib -athread=native" \  
-DCMAKE_C_FLAGS_INIT="-mcrct=newlib" \  
-DUNIX=1 -DAMIGA=1 \  
-DCMAKE_INSTALL_PREFIX="/qt5-amiga" \  
-DQT_HOST_PATH="/usr/local/Qt-6.2.0" \  
-DQT_QMAKE_TARGET_MKSPEC=amiga-g++ \  
-DQT_FEATURE_dlopen=OFF \  
-DQT_FEATURE_thread=OFF \  
-DQT_FEATURE_network=OFF \  
-DQT_FEATURE_glib=OFF \  
../amiga-qt6
```

Qt6 now configures completely except for OpenGL ES2. Thanks! I will need to play around with that part a bit before progressing. I'd like to learn how GLES2 feels on Amiga before going on to implement stuff, that uses it. But nice to know, that configuring Qt6 is now as 'easy' as this :).