

Subject: : AmigaOS4

Topic: : Cmake and adtools

Re: Cmake and adtools

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URL:

@alfkil

- 1) it doesn't seem to be Amigaos core related
- 2) it doesn't seem to be windows related...
- 3) it might be apple related since they do deal with something called unwinding in the UI, there is a specific library called libunwind (IRC) on savannah.org.

[b]The libunwind project[/b]

[center]The primary goal of this project is to define a portable and efficient C programming interface (API) to determine the call-chain of a program. The API additionally provides the means to manipulate the preserved (callee-saved) state of each call-frame and to resume execution at any point in the call-chain (non-local goto).

The API supports both local (same-process) and remote (across-process) operation. As such, the API is useful in a number of applications. Some examples include:[/center]

[b]exception handling[/b]

The libunwind API makes it trivial to implement the stack-manipulation aspects of exception handling. debuggers

The libunwind API makes it trivial for debuggers to generate the call-chain (backtrace) of the threads in a running program.

[b]introspection[/b]

It is often useful for a running thread to determine its call-chain. For example, this is useful to display error messages (to show how the error came about) and for performance monitoring/analysis.

[b]efficient setjmp()[/b]

With libunwind, it is possible to implement an extremely efficient version of setjmp(). Effectively, the only context that needs to be saved consists of the stack-pointer(s).

so my answer is somehow either libunwind has been put as a dependency into Qt 6.1.2 or you have something that enables macintosh/iOS/tvOS code.