

Subject: : AmigaOS4

Topic: : Cmake and adtools

Re: Cmake and adtools

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@alfkil

While that may be true to an extent it also limits the ability of building big projects natively.

ScummVM is hitting the 2GB RAM barrier on compiling the binary natively already and it will stay that way until there is a breach of that barrier (which may never come).

I switched to a shared build to still be able to provide native builds, as switching to cross compiles will be equal to quitting amiga completely for me.

I hope that whatever OS solution there will be in the *near* future will bring system-wide extmem support and 2+GB RAM support.