

Subject: : AmigaOS4

Topic: : Wanting to start coding for AmigaOS4.x from scratch

Re: Wanting to start coding for AmigaOS4.x from scratch

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URL:

@Slayer

It all depends on your current knowledge in programming. If you already know C programming and are used to dig around API documentation then what you need is:

- the SDK package (And use GCC)
- a way to edit code like notepad*
- the [sdkbrowser](#) to browse the amigaOS api documentation
- access to the RKRMs to read up on some basic amigaOS concepts
- join a group of amiga programmers, such as the IRC channel #amigadev
- a huge amount of patience**

If you have no knowledge of C programming then you'd need to get some C programming books before you start with AmigaOS specifics.

* You could go notepad only but I would recommend CodeBench which is a very good IDE made by Simon Archer (Rigo). Far easier to keep track of all files in your project(s) and less frustrating than having to load all files with notepad every time you have to reboot.

** You'll find that a lot of AOS documentation is crap, is outdated, contains invalid information or leaves out important concepts that you need to know beforehand. You'll also have to get used to rebooting A LOT. And you should be prepared to get a lot of "go read the documentation" rather than direct help from existing developers.