

Subject: : AmigaOS4

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

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

Author: : orgin

Date: : 2010/9/1 10:45:12

URL:

@Slayer

It's personal really, I'm doing c++, c, java amongst others and are able to switch between them without problems. Switching between thinking OO or not has never been a problem for me.

That said, amiga programming is usually done in C. Basically all examples you'll get in contact with from the SDK and RKRM's are written in C and most devs you'll run into know C.

You may also run into some dev tool related problems if you try using c++ for amigaos programming.

Without me having any personal preference for either I'd still recommend you to learn C for amiga programming.