

Subject: : AmigaOS4

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

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

Author: : Chris

Date: : 2010/9/1 22:27:23

URL:

@Slayer

At the risk of repeating what has already been said:

#### 1. Learn ANSI C

There are loads of books and online resources for plain C, the majority of applications you'll come across are still in C (especially on the Amiga). With C you can pretty much program any traditional computer platform, and a lot of the constructs and concepts are carried over into other languages. Even Perl, for all its odd syntax, still has curly brackets marking sections and functions, semicolons marking function ends etc.

#### 2. Read the RKRM's - get the DevCD 2.1

OK, so they're out of date - quite horrendously so - but are still the best way to find out about applying the AmigaOS API, with lots of examples. If there's anything you need to know how to do, and it pre-dates AmigaOS 2.1 (!), it'll be in here. The DevCD, btw, does have documentation all the way up to OS3.5. There are some caveats though, when building for OS4, so...

#### 3. Read the documentation in the SDK

You've already downloaded and installed the SDK, right? Of course you have - you can't apply the knowledge in step 1 without it (unless you are learning ANSI C on a rival platform, but why would you want to do that?). Pay particular attention to Documentation/Developer Info/General/Migration Guide.pdf - this will give you the info you need to get any step 2 examples working on OS4.

Once you have the AmigaOS basics, the examples and AutoDocs in the SDK should fill in the gaps in your knowledge.

#### 4. Ask questions

If you can't get something working, ASK. Chances are somebody else has hit the same problem and will be able to help.

There is an OS4-specific programming guide in progress (I am in the process of writing a chapter for it), but I haven't seen any status updates for a while and neither have I been asked for an initial draft, so it is probably worth getting started now with the existing resources, and pick that up later if/when it is released. It should take over from where the RKRM's left off.

Good luck!