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Subject: : AmigaOS4

Topic: : ResidualVM and Myst 3 Exile

Re: ResidualVM and Myst 3 Exile

Author: : Hans

Date: : 2015/3/22 19:18:48

URL:

@samo79

Quote:

I know it's a little OT but.. if you are the current mantainer of MiniGL can you add also this little patch on trunk ?

<http://forum.hyperion-entertainment.biz/viewtopic.php?f=26&t=2162>

AFAIK, that patch has been in there for a while now. No, not in the trunk, but in the current branch.

I'm not going to add small patches to the trunk. At some point, karlos' branch will be merged back to the trunk. In the meantime, you're welcome to checkout the branch.

@Raziel

Quote:

What compiler line did you use to test?

I have the SDK installed with no further changes (i think) and a simple ./configure under the bash shell (or was it abc shell?) does what it should do

edit: wrong, i obviously have the following two files in ENVARC

CPPFLAGS

with this

-I/sdk/local/common/include/freetype2 -I/sdk/local/common/include/SDL

and

path

with this

/GCC/bin:/SDK/C:/SDK/local/c:/SDK/local/newlib/bin:/cmake/bin/

I simply did a `./configure` in the bash shell. Other configure scripts can detect the C++ compiler just fine without needing ENV vars, so the configure script really should be fixed.

Hans