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Subject: Re: Current porting state?

Posted by [mirek](#) on Mon, 11 Sep 2006 08:41:56 GMT

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Quote:

I run Ultimate++ on NetBSD and it was no more than 7-8 changes needed to compile it.

Well, I might have missed something, but if they are in the C++ code, could you list them please?

Quote:

However, it will still only run on Little Endian. We are very patiently waiting for BE, and OsX support.

At least, it now runs on ARM

BE support should be easy (right now there is just single place which needs fixing). Do you have any hardware to test with?

Mirek

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