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Subject: Re: Current porting state?

Posted by [mirek](#) on Wed, 13 Sep 2006 06:10:51 GMT

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Quote:

I do not know if I am doing it the correct way, but I exported the Makefile for HelloWorld and set to.

HelloWorld is still too big. First thing that you should make working when porting is logging (LOG and DUMP).

Quote:

The flagUSEMALLOC, when enabled, created some undefined references MemoryDumpLeaks() in Core.h, which was easy to fix, but I took out USEMALLOC anyway.

Rather stay with malloc. If there is something highly platform sensitive, it is heap allocator implementation.

Quote:

Compiling HelloWorld failed due to:

StaticCriticalSection::Initialize

Error?

Quote:

(gdb) p s

\$1 = (const RGBA \*) 0x36340834

(gdb) p \*s

Cannot access memory at address 0x36340834

Why is it that your RGBA's, which seem to be defined as "RGBA \*" or, pointers to an RGBA, end up with the RGBA value "0x36340834" (which looks like a clean RGBA value to me) instead of a pointer to said value.

Almost like:

RGBA \*rgba;

\*rgba = value;

.. is interpreted as "(rgba)=value;" instead of the correct

"(\*rgba)=value;".

Actually, I believe that debugger and compiler are correct. Just somehow s contains invalid address.

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