

---

Subject: Re: Current porting state?

Posted by [lundman](#) on Wed, 13 Sep 2006 06:51:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Wed, 13 September 2006 15:10

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

Alas, I have no idea how I'm supposed to compile/link a

```
CONSOLE_APP_MAIN { LOG("Hello world!"); }
```

with the ide, nor have I seen a guide to that effect.. Some hints here would help me plenty.

Quote:

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

Alright, it is back on, same cores.

Quote:

Compiling HelloWorld failed due to:

```
StaticCriticalSection::Initialize
```

Error?

That Initialize was undefined. Seems mt.cpp has it in `#ifdef _MULTITHREADED` but the mt.h does not. This compiler insist it to be defined if it is prototyped in the class.

Similarly, Get method.

Quote:

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

Understood.