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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

Quote:

Which branch?

Do all tests now on that commit: <https://github.com/capehill/os4sdl/tree...6c610231922dc812980134ac6>

But i probably found what issue is: that what i have in my gl4es addon, in the SDL\_os4gl.c:

```
int os4video_GL_Init(_THIS)
{
    struct SDL_PrivateVideoData *hidden = _this->hidden;

    dprintf("Initializing GL4ES->OGLES2..n");

    hidden->IGL=IOGLES2->aglCreateContextTags(0,
        OGLES2_CCT_WINDOW,(ULONG)hidden->win,
        OGLES2_CCT_DEPTH,16,
        OGLES2_CCT_STENCIL,8,
        OGLES2_CCT_VSYNC,0,
        OGLES2_CCT_SINGLE_GET_ERROR_MODE,1,
        TAG_DONE);

    if (hidden->IGL)
    {
        _this->gl_config.driver_loaded = 1;

        IOGLES2->aglMakeCurrent(hidden->IGL);

        hidden->OpenGL = TRUE;
    }
}
```

```
    return 0;
}
else
{
    _this->gl_config.driver_loaded = 0;
    SDL_SetError("Failed to create OGLLES2 context");
}

return -1;
}
```

See there `dprintf("Initializing GL4ES->OGLES2..\n");`

Once i comment it out, all works as before. That all can only mean something going bad with memory there, and probably not related to `dprintf` itself, but to the way how we add `gl4es` there :(

Maybe i just fuck `SDL_PrivateVideoData` in wrong way.

Maybe you can briefly look at it, that what i do in `SDL` itself to make it work:

<http://kas1e.mikendezign.com/aos4/gl4es/code/>

Just 4 files changed. `SDL_os4_wrapper.c` completely empty, `SDL_os4gl.c` new one , `SDL_os4video.c` and `SDL_os4video.h` have 2 changes (check for `#ifdef OLDMINI_GL`). Probably, problem can be because of changes in `SDL_PrivateVideoData` structure, dunno.

All the "wrapping" code, and opening/closing of `ogles2` library we do from `gl4es` itself. There is just 1 file for it:

<https://github.com/ptitSeb/gl4es/blob/master/src/agl/amigaos.c>

Maybe such mixing give some undefined behaviours in end..