

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Probably should, as if not , it should not create context / render to it at all imho. But i also use "helper" function from gl4es agl.c (just aglCreateContext, etc, without IOGLES2->), and in gl4es IOGLES2 are valid of course.

Btw, about tearing effect in doubl-buffering : i also checked "warp3d nova" example on my config, and it also have "tearing effect" !