
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

Quote:

Do you mean that one?

That one yes, but also there is that part in the SDL_os4video.c:

```
#if SDL_VIDEO_OPENGL
if (flags & SDL_OPENGL)
{
    dprintf("Checking for OpenGLn");

    if (os4video_GL_Init(_this) != 0)
    {
        dprintf("Failed OpenGL initn");
        os4video_DeleteCurrentDisplay(_this, current, !newOffScreenSurface);
        return FALSE;
    }
    else
    {
        dprintf("OpenGL init successfulln");
        current->flags |= SDL_OPENGL;

        /* Hack. We assert HWSURFACE above to simplify
        * initialization of GL surfaces, but we cannot pass these flags
        * back to SDL.
        * Need to re-work surface set-up code so that this nonsense isn't
        * necessary
        */
        current->flags &= ~SDL_HWSURFACE;
    }
}
#endif
```

Dunno how right comment about hack and needs to re-work surface setup code is at current state, through.

I also found that in video/SDL_glfuncs.h, we have that part:

```
#ifdef __amigaos4__  
// MiniGL doesn't implement 1D texturing  
SDL_PROC_UNUSED(void,glCopyTexImage1D,(GLenum target, GLint level, GLenum internalFormat, GLint x,  
GLint y, GLsizei width, GLint border))  
#else  
SDL_PROC(void,glCopyTexImage1D,(GLenum target, GLint level, GLenum internalFormat, GLint x, GLint y,  
GLsizei width, GLint border))  
#endif
```

Dunno if minigl still didn't have 1d texturing, but even if not, there we probably need somehow to make common
ifdef, which we can later use for minigl, but didn't use for ogles and gl4es