

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

Btw, did you know for what that video/SDL_glfuns.h is need it at all ? I mean, didn't we use those gl fuctions we need , just taken includes and whatever from opengl itself, and use them in any SDL app ?

Or that file have some special meaning ?