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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

>At moment it is static link library, and it can be .so

Having a GL4ES.library would be more AmigaOS friendly (and evolutive...)

It can be as simple as having only 2 functions in the .library

```
OpenGL4ES();
```

```
CloseGL4ES();
```

something like

```
struct GL4ESIFace *IGL4ES
```

```
IGL4ES=OpenGL4ES();
```

```
IGL4ES->glCreateContext(blah,blah);
```

```
[...]
```

```
IGL4ES->glDrawArray(blah,blah);
```

```
[...]
```

```
CloseGL4ES(IGL4ES);
```