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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Capehill

Yep.. While thinking more about it, maybe we can just go that way: add gl4es code, but in makefile add option where we choice what realisation of opengl to compile in.

I.e "make opengl=minigl", and "make opengl=gl4es". If specify nothing - then minigl as well.

Also releases can be the same as it now, just developers who need gl4es will download and build it ourself, or i can made releases with gl4es independent..

By that way there will be no needs to touch original code of ported sdl app.

Anyway, i see you implement some minigl based hack via ifdef amigaos4, and want to ask you : is it possible to add minigl flag, and doing those minigl based hacks like " ifdef amigaos4 and minigl" ?