

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2018/11/29 18:25:20

URL:

@kas1e

Regarding MiniGL workaround, maybe a function pointer check would be better solution. Anyway, that change was really targeted for MiniGL. As been discussed, there is a proper renderer backend for OGLES2.

SDL renderer should not be mixed with OpenGL context. I don't know what is going on with that APPLE stuff here. Perhaps a misguided developer or some SDL bug.

How exactly the application in question draws stuff?

When you create a renderer, you also must destroy it. When you create a context, you also destroy. Leaking something seems quite common in open source projects, including SDL test programs...

If you have a VRAM leak, check that all textures are free'd.

Also if you are using the latest possible SDL2, it's not been tested by me at least.