

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Date: : 2018/11/30 16:18:59

URL:

@kas1e

I try fix those issues.

Regarding that strange Apple stuff: was it so that Apple is deprecating OpenGL in favor of their proprietary API? Perhaps the hack is related to that and developer provides alternative video implementation for Apple?

Anyway, the code looks confusing. `SDL_GL_CreateContext()` doesn't create any renderer, it creates an OpenGL context.