

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

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URL:

@Raziel

Definitely try OGLES2! I just configured ScummVM with:

```
--opengl-mode=gles2
```

If you get the shader compilation hiccup during the startup, we can work around or report it. At the moment I'm not sure whether it is a ScummVM, OpenGL ES 2 or driver issue.

Quote:

So, i guess those games don't use SDL?

Which games did you refer here?