
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2019/3/23 14:16:42

URL:

@Raziel

Quote:

boolean uniforms

But ScummVM doesn't use boolean uniforms as far as I can see:

<https://github.com/scummvm/scummvm/blob/master/src/graphics/opengl/shader.cpp#L60>

I renamed "texture" to "s_texture", and voela, compiled. So I was pondering whether to report this issue or not but I haven't had investigated more yet.

Quote:

wrt to the "games"...i meant those you mentioned in one of your last posts and with them the fact that ogles2 for sdl2 is broken atm

No, OGLES2 (context) for SDL2 is not generally broken. It's only the SDL_Renderer's OGLES2 backend (one of four possible backends). SDL_Renderer is used by some 2D games but why worry about OpenGL(ES2) here since you could use the compositing backend.