
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Capehill

Is there anything worth of looking in SDL2, which can cause that to fail:

```
int dblbuf = 0;
if ((SDL_GL_GetAttribute(SDL_GL_DOUBLEBUFFER, &dblbuf) == -1) || (!dblbuf)) {
    fprintf(stderr, "Failed to get a double-buffered context.n");
    SDL_Quit();
    return false;
}
```

? I just have for SDL2/minigl build of Lugaru game "failed to get a double-buffered context".

I just checking the old Lugaru sources from os4depot (minigl build), and MickJt there also commenting out this part to make it works.

At time when he port it it was SDL1, but now i build SDL2 version, and it have the same issue with SDL2 too (or with minigl, dunno).

gl4es build works with the same code fine, through, so it maybe minigl and not sds..