

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@kas1e

I would create another backend file for gl4es and choose that at compile time, or via some switch/flag later. For example SDL might fallback to MiniGL if it cannot open OGLES2 context.

You need to be able to get function addresses, it's an SDL feature. You need the ProcAddress mechanism. If gl4es has it internally you may not need a wrapper table then.

If you link gl4es statically, then there cannot be .so with this feature and this must be considered with license of ported application, SDL1 and gl4es. gl4es license looks liberal, SDL1 is LGPL, application licenses depend.

Heading for work now, might read some code during weekend...