

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

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URL:

@kas1e

I would guess the problem is outside of SDL. SDL gives you the context and function pointers, drawing happens somewhere else.

If context creation is 100% sane (?), then I'm sure the problem lies elsewhere.

Oh, and you probably don't need to allocate any front/back bitmaps if you let OGLES2 automanage them.