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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Capehill

Btw, while trying from where that distortion come in SDL2 version, found that your q3/sdl2 code have some minigl hardcore ifdef:

code/sdl/sdl\_glimp.c :

```
#ifdef __amigaos4__ // MiniGL issue
    if ( SDL_GL_ExtensionSupported( "GL_EXT_compiled_vertex_arrays" ) )
#else
    // GL_EXT_compiled_vertex_array
    if ( SDL_GL_ExtensionSupported( "GL_EXT_compiled_vertex_array" ) )
#endif
```

Because of that i at first runs have lots lower FPS than in sdl1 version, but once i comment that workaround for minigl, all start to be fine by fps. Probably there need to replace ifdef not on `__amigaos4__` , but on something like "if defined amigaos4 and defined minigl".