

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

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URL:

@Raziel

You probably mean something else, as what i mean is those "general" renderers , i.e. SDL2 support: software, OpenGL, OpenGL ES 2.0 and compositing.

@Capehill

As you know SDL2 build system well, if i will send you `SDL_os4gl4es.c` and `SDL_os4gl4es.h`, can you incorporate them to the SDL2, so it will be builds as 5st renderer and which developers can choice from SDL via `SDL_SetHint(SDL_HINT_RENDER_DRIVER, "gl4es")` ?