
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2018/12/16 10:30:03

URL:

@kas1e

Quote:

You mean inside of the q3 code, or inside of sdl2 ? I only tried so far doing this inside of createContext() in the sdl2:

I mean taking a simpler example than Q3. I believe OGLES2 SDK contains some? Or SDL2 has also some OGLES2 test case.

Quote:

Do you mean in q3 code, or inside of SDL2 , right after aglSwapBuffers() ?

It doesn't really matter, but Q3 is the logical place. Application knows when the frame ends and should do error checking. Locate call to SDL_GL_SwapWindow.