
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Quote:

Did you try glGetError()?

Yeah, in q3's code/sdl/sdl_glimp.c , we have there GLimp_EndFrame() function which has at top SDL_GL_SwapWindow(). So i made that:

```
const char* glGetErrorString(GLenum error)
{
    switch (error)
    {
        case GL_NO_ERROR:      return "No Error";
        case GL_INVALID_ENUM:  return "Invalid Enum";
        case GL_INVALID_VALUE: return "Invalid Value";
        case GL_INVALID_OPERATION: return "Invalid Operation";
        case GL_INVALID_FRAMEBUFFER_OPERATION: return "Invalid Framebuffer Operation";
        case GL_OUT_OF_MEMORY:  return "Out of Memory";
        case GL_STACK_UNDERFLOW: return "Stack Underflow";
        case GL_STACK_OVERFLOW:  return "Stack Overflow";
        default:                return "Unknown Error";
    }
}

void _glCheckError(const char *filename, int line)
{
    GLenum err;
    while ((err = glGetError()) != GL_NO_ERROR)
        printf("OpenGL Error: %s (%d) [%u] %s\n", filename, line, err, glGetErrorString(err));
}
```

```
#define glCheckError() _glCheckError(__FILE__, __LINE__)
```

And put at top of function, and after `SDL_GL_SwapWindow glCheckError()`:

```
void GLimp_EndFrame( void )
{
    glCheckError();
    // don't flip if drawing to front buffer
    if ( Q_stricmp( r_drawBuffer->string, "GL_FRONT" ) != 0 )
    {
        SDL_GL_SwapWindow( SDL_window );
    }
    glCheckError();
}

..blablabl
```

And it prints nothing, like no errors.. Tried both modes and when window fits in wb size, and when didn't, no errors in both cases , just in oversized one black window.