

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

As for minigl same sdl2 code works to switch from fullscreen to window , is it mean that minigl have way to update context's window pointer ? I mean did you use it for minigl ? If so what functions of minigl you use for ? (so we can compare if we have analogue for ogles2).

I just didnt see anything of that sort in sdlopengl.c, maybe it done somewhere deeper in sdl2 ?

Still strange why it didnt crush if we run it from window mode and then switch to fullscreen and then back to window.. Maybe just luck ?