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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Capehill

Check plz GL4ES thread, Daniel answer about. What we need its  
aglSetParamTags(OGLES2\_CCT\_WINDOW,Window\*,TAG\_DONE);  
Daniel add it year ago , and that what in the readme about:

Quote:

Target window can now be set / toggled via

```
aglSetParamTags(OGLES2_CCT_WINDOW,Window*,TAG_DONE);
```

and target screen-mode can now be set / toggled via

```
aglSetParamTags(OGLES2_CCT_MODEID,ulong mode_id,TAG_DONE);
```

Note: the purpose of this mechanism is to be able to easily switch between window and fullscreen-mode with the context surviving. For this to work the window / screen *must* be handled by the same GPU. This means that in systems with multiple graphic-boards this won't work if your window/screenmode switch implies a GPU-switch too.

Is it OS4\_GLES\_SwapWindow() of SDL2 we need to change ?