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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Quote:

We could start there.

I just add to the OS4\_GLES\_SwapWindow(), after "if (videodata->vsyncEnabled) {" , and before aglSwapBuffers(), that:

```
if (videodata->vsyncEnabled) {
    IGraphics->WaitTOF();
}

struct TagItem setparams[] =
{
    {OGLES2_CCT_WINDOW, (ULONG)data->syswin},
    {TAG_DONE, 0}
};

aglSetParams2(setparams);

aglSwapBuffers();
```

I.e. just call of aglSetParams2 with data->syswin, and it seems did the trick.

At least, with the game i test it fix issue with switching, as well as fix the issue with switching in testgles2.c example too.

Not sure through if it right place to call it there, or if it should be called always like this (maybe some "if non-valid window-check" is need it for or something), but seems it fix issue anyway.

Btw, also found that test/testgles2.c , should be changed for amigaos4 : at the begining to have HAVE\_OPENGL2 define work, need to add || defined(\_\_amigaos4\_\_) to that big line of defines at top.

Should i create ticket for those issues (or one for both) ?