

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@kas1e

Lib and interface was OK based on the logs but I missed the context pointer check. `SDL_GL_CreateContext` requires a window parameter: window must be created first, then context.

Now our code tried to do modify non-existing context with `SetParam`.

I don't know whether there should be a sanity check inside `OGLES2` but this was "an invalid user" type error more likely.

PS. good to hear it works!