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Subject: : AmigaOS4

Topic: : Wings Remastered

Re: Wings Remastered

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URL:

@Daytona675x

Found potential issue in others.c, extension string buffer is too small in case of VBOs:

```
if (context->VBOSize > 0) {  
size += strlen(" GL_ARB_vertex_buffer_object"); // missing " GL_ARB_map_buffer_range" ?  
}
```

It would be probably safer to use macros here to avoid duplicated strings.