

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Date: : 2019/3/23 14:43:18

URL:

@Capehill

Quote:

I renamed "texture" to "s_texture", and voela, compiled. So I was pondering whether to report this issue or not but I haven't had investigated more yet.

texture2D is deprecated since GLSL 1.30 and its replacement is the overloaded GLSL function texture() ... Looks like you get a conflict here because of that. Adding an explicit #version tag (probably below 1.30) on top of your GLSL might help.