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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Raziel

This seems to work:

Quote:

```
diff --git a/backends/graphics/opengl/shader.cpp b/backends/graphics/opengl/shader.cpp
index 0b4c677..7e19fc8 100644
--- a/backends/graphics/opengl/shader.cpp
+++ b/backends/graphics/opengl/shader.cpp
@@ -80,6 +80,7 @@ const char *const g_lookUpFragmentShader =
```

```
// Taken from: https://en.wikibooks.org/wiki/OpenGL\_P...\_3#OpenGL\_ES\_2\_portability
```

```
const char *const g_precisionDefines =
```

```
+ "#version 110\n"
```

```
"#ifdef GL_ES\n"
```

```
"\t#if defined(GL_FRAGMENT_PRECISION_HIGH) && GL_FRAGMENT_PRECISION_HIGH == 1\n"
```

```
"\t\tprecision highp float;\n"
```

#version directive sets the shader version. My OpenGL ES 2.0 programmin guide tells to use "100" (1.00). 110 seems to work. Daniel suggested to use value < 130.

If there are some newer stuff in shader code, then you should get a compilation error.

You can use #ifdef \_\_amigaos4\_\_ to wrap the string if you want.