

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : kas1e

Date: : 2019/3/30 10:33:52

URL:

@Daniel

Quote:

Fixed.

Confirmed !

@Capehill

Now all SDL apps which use gl4es do not have anymore that overlapping of window's borders about which i told in the SDL2 thread. Foobillard, lf3 and all the games now reacts correctly once you resize it. So those reports for SDL2 about can be forgotten then.