

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread

Re: The OpenGL ES 2.0 thread

Author: : kas1e

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URL:

@Daniel

May i suggest if you doenst mind with every ogles2 release, include not only ogles2.library and libogles2.a , but also ogles2.library.debug , which will be the same ogles2.library just contain debug symbols.

Currently Hans with warp3dnova also do it like this (and Mattew add it to Enhancer as well), will be handy to have the same with ogles2 as default too. For you it will be imho better if any of us will create bug reports with proper stack traces, etc