

Subject: : AmigaOS4

Topic: : The OpenGL ES 2.0 thread


Re: The OpenGL ES 2.0 thread

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Date: : 2019/7/12 11:41:56

URL:

@Capehill

 Dunno what you're digging for, but yes, this is what I intended to do and what's implemented. This Nova error code parameter is optional and I don't care about it / don't need it. I'm OpenGL ES 2.0 and as such I'm only interested in **if** the operation failed and not **why**. And the **if** is covered by the function's return value already. Because of that you'll probably find lots of places where I pass nullptr for a Nova errorCode.