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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Raziel

Something like

GLenum err;

```
while ((err = glGetError()) != GL_NO_ERROR)
{
    warning("GL error %d", err);
}
```

here <https://github.com/scummvm/scummvm/blob/master/englsdl-graphics.cpp#L348>