
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Date: : 2019/8/26 4:42:34

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@Capehill

I get an

```
C++   backends/graphics/openglsdl/openglsdl-graphics.o
backends/graphics/openglsdl/openglsdl-graphics.cpp: In member function
'virtual void OpenGLSdlGraphicsManager::refreshScreen()':
backends/graphics/openglsdl/openglsdl-graphics.cpp:349:21: error: 'glGetError' was not declared in this scope
while (GLenum err = glGetError() != GL_NO_ERROR) {
    ^~~~~~
backends/graphics/openglsdl/openglsdl-graphics.cpp:349:21: note: suggested alternative: 'SDL_GetError'
while (GLenum err = glGetError() != GL_NO_ERROR) {
    ^~~~~~
    SDL_GetError
gmake: *** [backends/graphics/openglsdl/openglsdl-graphics.o] Error 1
```