
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Date: : 2019/8/26 17:45:43

URL:

@Capehill

I tried that, but i got a lot of conflicting typedefs

```
C++ backends/graphics/openglsdl/openglsdl-graphics.o
```

```
In file included from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,  
from backends/graphics/openglsdl/openglsdl-graphics.cpp:28:
```

```
/SDK/local/common/include/GL/gl.h:44:13: error: conflicting declaration 'typedef int GLint'  
typedef int GLint;
```

```
^~~~~
```

```
In file included from ./backends/graphics/opengl/opengl-sys.h:73,  
from ./backends/graphics/opengl/opengl-graphics.h:26,  
from ./backends/graphics/openglsdl/openglsdl-graphics.h:26,  
from backends/graphics/openglsdl/openglsdl-graphics.cpp:23:
```

```
./backends/graphics/opengl/opengl-defs.h:69:16: note: previous declaration as 'typedef int32 GLint'  
typedef int32 GLint; /* 4-byte signed */
```

```
^~~~~
```

```
In file included from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,  
from backends/graphics/openglsdl/openglsdl-graphics.cpp:28:
```

```
/SDK/local/common/include/GL/gl.h:45:13: error: conflicting declaration 'typedef int GLsizei'  
typedef int GLsizei;
```

```
^~~~~~
```

```
In file included from ./backends/graphics/opengl/opengl-sys.h:73,  
from ./backends/graphics/opengl/opengl-graphics.h:26,  
from ./backends/graphics/openglsdl/openglsdl-graphics.h:26,  
from backends/graphics/openglsdl/openglsdl-graphics.cpp:23:
```

```
./backends/graphics/opengl/opengl-defs.h:73:16: note: previous declaration as 'typedef int32 GLsizei'  
typedef int32 GLsizei; /* 4-byte signed */
```

```
^~~~~~
```

```
In file included from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,  
from backends/graphics/openglsdl/openglsdl-graphics.cpp:28:
```

```
/SDK/local/common/include/GL/gl.h:48:22: error: conflicting declaration 'typedef unsigned int GLuint'  
typedef unsigned int GLuint;
```

```
^~~~~
```

```
In file included from ./backends/graphics/opengl/opengl-sys.h:73,  
from ./backends/graphics/opengl/opengl-graphics.h:26,  
from ./backends/graphics/openglsdl/openglsdl-graphics.h:26,
```

from backends/graphics/openglsdl/openglsdl-graphics.cpp:23:

./backends/graphics/opengl/opengl-defs.h:72:16: note: previous declaration as 'typedef uint32 GLuint'

typedef uint32 GLuint; /* 4-byte unsigned */

^~~~~~

gmake: *** [backends/graphics/openglsdl/openglsdl-graphics.o] Error 1

14.Development:Coding/Ports/VM/scummvm-test>

Is checkGLError working the same way GLError does?