

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Raziel

Check debug.cpp, it calls glGetError(). The following should work (or at least compile):

1)

```
#include "backends/graphics/opengl/debug.h"
```

then, instead of loop, just call the helper function

2)

```
OpenGL::checkGLError("foobar", __FILE__, __LINE__);
```

And hopefully, it shows something.