

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Raziel

Yep, didn't see "foobar" anywhere but it's ok :)

I guess problem is the type:

```
32820 (0x8034): #define GL_UNSIGNED_SHORT_5_5_5_1 0x8034
```

There is no "unpacker" in MiniGL for this type, see [http://www.hyperion-entertainment.com ...s/updates-kc/src/unpack.c](http://www.hyperion-entertainment.com...s/updates-kc/src/unpack.c) for supported unpackers.

You should probably discuss about this issue in MiniGL thread. Maybe it's possible to implement, but it's a different matter whom/when.

MiniGL GitHub project would be awesome ;)

Of course as you wrote ScummVM was working before so also application-specific workaround may be possible.