

---

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Raziell

Date: : 2019/9/23 19:56:15

URL:

@salass00

I stole some code from the android part, but it gives me an error

Quote:

```
C++   backends/graphics/openglsdl/openglsdl-graphics.o
backends/graphics/openglsdl/openglsdl-graphics.cpp: In member function 'virtual void
OpenGLSdlGraphicsManager::updateScreen()':
backends/graphics/openglsdl/openglsdl-graphics.cpp:546:46: error: a function-definition is not allowed here
before '{' token
static const char *getGLErrStr(GLenum error) {
^
backends/graphics/openglsdl/openglsdl-graphics.cpp:568:65: error: a function-definition is not allowed here
before '{' token
void checkGLError(const char *expr, const char *file, int line) {
^
gmake: *** [backends/graphics/openglsdl/openglsdl-graphics.o] Error 1
```

```
#ifdef __amigaos4__
static const char *getGLErrStr(GLenum error) {
    switch (error) {
    case GL_INVALID_ENUM:
        return "GL_INVALID_ENUM";
    case GL_INVALID_VALUE:
        return "GL_INVALID_VALUE";
    case GL_INVALID_OPERATION:
        return "GL_INVALID_OPERATION";
    case GL_STACK_OVERFLOW:
        return "GL_STACK_OVERFLOW";
    case GL_STACK_UNDERFLOW:
        return "GL_STACK_UNDERFLOW";
    case GL_OUT_OF_MEMORY:
        return "GL_OUT_OF_MEMORY";
    }
```

```
}  
  
static char buf[40];  
sprintf(buf, sizeof(buf), "(Unknown GL error code 0x%x)", error);  
  
return buf;  
}  
  
void checkGLError(const char *expr, const char *file, int line) {  
    GLenum error = glGetError();  
  
    if (error != GL_NO_ERROR)  
        warning("GL ERROR: %s on %s (%s:%d)", getGLErrStr(error), expr, file, line);  
}  
#endif
```