
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

I'm getting these when trying to compile residualvm with opengl and SDL1.

Is there something missing in SDL1.2.15 or is it maybe a regression?

The same works fine with SDL2...any hints appreciated, thanks

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engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::~~GfxTinyGL()':
engines/grim/gfx_tinygl.cpp:72: undefined reference to `Graphics::tglDeleteBlitImage(Graphics::BlitImage*)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::createBitmap(Grim::BitmapData*)':
engines/grim/gfx_tinygl.cpp:907: undefined reference to `Graphics::tglGenBlitImage()'
engines/grim/gfx_tinygl.cpp:915: undefined reference to `Graphics::tglUploadBlitImage(Graphics::BlitImage*,
Graphics::Surface const&, unsigned long, bool)'
engines/grim/gfx_tinygl.cpp:919: undefined reference to `Graphics::tglGenBlitImage()'
engines/grim/gfx_tinygl.cpp:927: undefined reference to `Graphics::tglUploadBlitImage(Graphics::BlitImage*,
Graphics::Surface const&, unsigned long, bool)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::drawBitmap(Grim::Bitmap const*, int,
int, unsigned long)':
engines/grim/gfx_tinygl.cpp:966: undefined reference to `Graphics::tglBlit(Graphics::BlitImage*,
Graphics::BlitTransform const&)'
engines/grim/gfx_tinygl.cpp:990: undefined reference to `Graphics::tglBlit(Graphics::BlitImage*, int, int)'
engines/grim/gfx_tinygl.cpp:995: undefined reference to `Graphics::tglBlitZBuffer(Graphics::BlitImage*, int,
int)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::destroyBitmap(Grim::BitmapData*)':
engines/grim/gfx_tinygl.cpp:1002: undefined reference to `Graphics::tglDeleteBlitImage(Graphics::BlitImage*)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::createTextObject(Grim::TextObject*)':
engines/grim/gfx_tinygl.cpp:1086: undefined reference to `Graphics::tglGenBlitImage()'
engines/grim/gfx_tinygl.cpp:1087: undefined reference to `Graphics::tglUploadBlitImage(Graphics::BlitImage*,
Graphics::Surface const&, unsigned long, bool)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::drawTextObject(Grim::TextObject const*)':
engines/grim/gfx_tinygl.cpp:1108: undefined reference to `Graphics::tglBlit(Graphics::BlitImage*, int, int)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::destroyTextObject(Grim::TextObject*)':
engines/grim/gfx_tinygl.cpp:1119: undefined reference to `Graphics::tglDeleteBlitImage(Graphics::BlitImage*)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::prepareMovieFrame(Graphics::Surface*)':
engines/grim/gfx_tinygl.cpp:1215: undefined reference to `Graphics::tglGenBlitImage()'
engines/grim/gfx_tinygl.cpp:1216: undefined reference to `Graphics::tglUploadBlitImage(Graphics::BlitImage*,
Graphics::Surface const&, unsigned long, bool)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::drawMovieFrame(int, int)':
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engines/grim/gfx_tinygl.cpp:1220: undefined reference to `Graphics::tglBlitFast(Graphics::BlitImage*, int, int)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::releaseMovieFrame()':
engines/grim/gfx_tinygl.cpp:1224: undefined reference to `Graphics::tglDeleteBlitImage(Graphics::BlitImage*)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::loadEmergFont()':
engines/grim/gfx_tinygl.cpp:1234: undefined reference to `Graphics::tglGenBlitImage()'
engines/grim/gfx_tinygl.cpp:1244: undefined reference to `Graphics::tglUploadBlitImage(Graphics::BlitImage*, Graphics::Surface const&, unsigned long, bool)'
engines/grim/libgrim.a(gfx_tinygl.o): In function `Grim::GfxTinyGL::drawEmergString(int, int, char const*, Grim::Color const&)':
engines/grim/gfx_tinygl.cpp:1257: undefined reference to `Graphics::tglBlit(Graphics::BlitImage*, Graphics::BlitTransform const&)'
engines/myst3/libmyst3.a(gfx_tinygl.o): In function `Myst3::TinyGLRenderer::drawTexturedRect2D(Common::Rect const&, Common::Rect const&, Myst3::Texture*, float, bool)':
engines/myst3/gfx_tinygl.cpp:195: undefined reference to `Graphics::tglBlit(Graphics::BlitImage*, Graphics::BlitTransform const&)'
engines/myst3/libmyst3.a(gfx_tinygl.o): In function `Myst3::TinyGLRenderer::draw2DText(Common::String const&, Common::Point const&)':
engines/myst3/gfx_tinygl.cpp:228: undefined reference to `Graphics::tglBlit(Graphics::BlitImage*, Graphics::BlitTransform const&)'
engines/myst3/libmyst3.a(gfx_tinygl_texture.o): In function `Graphics::PixelFormat::PixelFormat()':
./graphics/pixelformat.h:146: undefined reference to `Graphics::tglGenBlitImage()'
engines/myst3/libmyst3.a(gfx_tinygl_texture.o): In function `Myst3::TinyGLTexture::~~TinyGLTexture()':
engines/myst3/gfx_tinygl_texture.cpp:58: undefined reference to
`Graphics::tglDeleteBlitImage(Graphics::BlitImage*)'
engines/myst3/libmyst3.a(gfx_tinygl_texture.o): In function `Myst3::TinyGLTexture::update(Graphics::Surface const*)':
engines/myst3/gfx_tinygl_texture.cpp:65: undefined reference to
`Graphics::tglUploadBlitImage(Graphics::BlitImage*, Graphics::Surface const&, unsigned long, bool)'
graphics/libgraphics.a(init.o): In function `TinyGL::gllInit(void*, int)':
graphics/tinygl/init.cpp:238: undefined reference to `Graphics::Internal::tglBlitResetScissorRect()'
graphics/libgraphics.a(zdirtyrect.o): In function `TinyGL::tglDisposeResources(TinyGL::GLContext*)':
graphics/tinygl/zdirtyrect.cpp:101: undefined reference to `Graphics::Internal::tglCleanupImages()'
graphics/libgraphics.a(zdirtyrect.o): In function
`Graphics::BlittingDrawCall::BlittingDrawCall(Graphics::BlitImage*, Graphics::BlitTransform const&, Graphics::BlittingDrawCall::BlittingMode)':
graphics/tinygl/zdirtyrect.cpp:521: undefined reference to
`Graphics::tglIncBlitImageRef(Graphics::BlitImage*)'
graphics/tinygl/zdirtyrect.cpp:523: undefined reference to
`Graphics::tglGetBlitImageVersion(Graphics::BlitImage*)'
graphics/libgraphics.a(zdirtyrect.o): In function `Graphics::BlittingDrawCall::~~BlittingDrawCall()':
graphics/tinygl/zdirtyrect.cpp:530: undefined reference to
`Graphics::tglDeleteBlitImage(Graphics::BlitImage*)'
graphics/libgraphics.a(zdirtyrect.o): In function `Graphics::BlittingDrawCall::execute(bool) const':
graphics/tinygl/zdirtyrect.cpp:542: undefined reference to
`Graphics::Internal::tglBlit(Graphics::BlitImage*, Graphics::BlitTransform const&)'
graphics/tinygl/zdirtyrect.cpp:545: undefined reference to
`Graphics::Internal::tglBlitNoBlend(Graphics::BlitImage*, Graphics::BlitTransform const&)'
graphics/tinygl/zdirtyrect.cpp:548: undefined reference to
`Graphics::Internal::tglBlitFast(Graphics::BlitImage*, int, int)'

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graphics/tinygl/zdirtyrect.cpp:551: undefined reference to
`Graphics::Internal::tglBlitZBuffer(Graphics::BlitImage*, int, int)'
graphics/libgraphics.a(zdirtyrect.o): In function `Graphics::BlittingDrawCall::execute(Common::Rect const&,
bool) const':
graphics/tinygl/zdirtyrect.cpp:562: undefined reference to
`Graphics::Internal::tglBlitSetScissorRect(Common::Rect const&)'
graphics/tinygl/zdirtyrect.cpp:564: undefined reference to `Graphics::Internal::tglBlitResetScissorRect()'
graphics/libgraphics.a(zdirtyrect.o): In function `Graphics::BlittingDrawCall::computeDirtyRegion()':
graphics/tinygl/zdirtyrect.cpp:595: undefined reference to
`Graphics::tglGetBlitImageSize(Graphics::BlitImage*, int&, int&)'
graphics/tinygl/zdirtyrect.cpp:602: undefined reference to
`Graphics::tglGetBlitImageSize(Graphics::BlitImage*, int&, int&)'
graphics/libgraphics.a(zdirtyrect.o): In function
`Graphics::BlittingDrawCall::operator==(Graphics::BlittingDrawCall const&) const':
graphics/tinygl/zdirtyrect.cpp:623: undefined reference to
`Graphics::tglGetBlitImageVersion(Graphics::BlitImage*)'
gmake: *** [residualvm] Error 1
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