

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@kas1e

searched/looked a couple of times for "old" duplicated SDL2 lib/so/files and nothing.
I deleted an SDL drawer in SDK:Local/common/include in case it used/looked there.

but with -USE-DYNLD I get this :

```
...  
testgamecontroller.o: In function `loop':  
testgamecontroller.c:99: undefined reference to `SDL_GameControllerTypeForIndex'  
testgamecontroller.o: In function `WatchGameController':  
testgamecontroller.c:234: undefined reference to `SDL_JoystickGetDevicePlayerIndex'
```

and using the same makefile, but without -USE-DYNLD compiles ok.