

Subject: : AmigaOS4

Topic: : Redeclaration error

Re: Redeclaration error

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URL:

@Raziel

I also tried the mgl/context.h trick. That compiles but crashes starting ScummVM, certainly due to missing hardware support in MiniGL (I switched to a RadeonSI board and don't have Warp3D_SI drivers yet). I remember months ago I tried to play with namespaces and that was not satisfying. I don't remember well problems I faced at that time but that implied to modify system and MiniGL includes if I remember well.

With your last release of ResidualVM (thanks for that), I get an error ("OpenGLGraphicsManager::endGFXTransaction: Could not load any graphics mode!") but that does not crash.

Note that I compiled ScummVM with SDL1.2 ... I have to install SDL2.0 libs and includes in my SDK.

I wanted to compile the latest version of MiniGL with the removed Intuition include but I got an error about the SVN client being too old.