

Subject: : AmigaOS4

Topic: : Redeclaration error

Re: Redeclaration error

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URL:

@Raziel

Happy to report that I can reproduce the crash. I don't think it is caused by intuition.h hack. It looks like OpenGL calls executed without context, before the crash:

```
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
```

```
[OS4_GL_DeleteContext] Called with context=0x6319D300
```

```
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
```

```
[OS4_GL_GetProcAddress] Called for 'glGetString'
```

```
[OS4_GL_GetProcAddress] Called for 'glGetIntegerv'
```

So context was deleted right before this crash on glGetInteger. Issue might be in SDL or ScummVM, need some more investigation.

EDIT: here is a quick "patch". I think issue is in ScummVM because SDL_GL_GetAttribute is supposed to get information about "the current context" (https://wiki.libsdl.org/SDL_GL_GetAttribute) which doesn't exist (== nullptr) here:

[https://github.com/scummvm/scummvm/blob ... glsdl-graphics3d.cpp#L182](https://github.com/scummvm/scummvm/blob/master/src/glsdl-graphics3d.cpp#L182)

I changed line 177 to:

```
if (_window->getSDLWindow() && _glContext) {
```

and Grim Fandango demo starts. Could you discuss about this with ScummVM developers?