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Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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URL:

@Capehill

I was rummaging through ScummVM's code and stumbled over these two instances regarding OpenGL.

```
#if !defined(AMIGAOS) && !defined(__MORPHOS__)
if (renderToFramebuffer) {
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT | GL_STENCIL_BUFFER_BIT);
    _frameBuffer = createFramebuffer(_engineRequestedWidth, _engineRequestedHeight);
    _frameBuffer->attach();
}
#endif
}
```

```
#if !defined(AMIGAOS) && !defined(__MORPHOS__)
OpenGL::Framebuffer *OpenGLSdlGraphics3dManager::createFramebuffer(uint width, uint height) {
#if !defined(USE_GLES2)
if (_antialiasing && OpenGLContext.framebufferObjectMultisampleSupported) {
    return new OpenGL::MultiSampleFramebuffer(width, height, _antialiasing);
} else
#endif
{
    return new OpenGL::Framebuffer(width, height);
}
}
#endif // AMIGAOS
```

- 1) Does #if !defined mean that the platforms are excluded or included?
- 2) Shouldn't it be #if !defined(\_\_amigaos4\_\_)?  
I though (AMIGAOS) was the old platform define for the classic 68k line?
- 3) What would happen if i change that to #if !defined(\_\_amigaos4\_\_)  
Are those (excluded?) GL commands supported?  
Could i get rid of this (exclusion?) completely?

Thank you very much