

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

Author: : Capehill

Date: : 2020/11/24 16:28:32

URL:

@Raziel

glClear is supported by MiniGL. However, frame buffer objects are not supported by MiniGL and probably never will. (FBOs are supported by OGLES2.)

Just by looking at this code, I don't understand why there are #ifdefs: usually application checks the availability of OpenGL features/functions and acts based on that.