

Subject: : AmigaOS4

Topic: : Redeclaration error

Re: Redeclaration error

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@Raziel

It's not a MiniGL issue. I have been thinking about adding some checks in the SDL code that would make `SDL_GL_GetProcAddress` fail and eventually `SDL_GL_GetAttribute` fail (`SDL_GL_GetAttribute` calls `SDL_GL_GetProcAddress`, then `glGetInteger`), but it wouldn't fix the ScummVM issue of calling `SDL_GL_GetAttribute` without GL context. It would probably only hide the ScummVM issue by not crashing.

Based on this [https://wiki.libsdl.org/SDL\\_GL\\_GetProcAddress](https://wiki.libsdl.org/SDL_GL_GetProcAddress) , for example on Linux/X11 it's possible to query functions pointers even without context. On Windows it seems not.