

Subject: : AmigaOS4

Topic: : Redeclaration error

Re: Redeclaration error

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URL:

@Raziel

The easiest workaround for AmigaOS is to check `_glContext` pointer before making `SDL_GL_GetAttribute` queries. I just tested ScummVM on Linux and there is no GL context either when starting Grim Fandango demo (`_glContext == nullptr`).

Quote:

Would a linux build help with the shared objects crash or is that a sole AmigaOS implementation flaw?

I don't think Linux build helps here.