

Subject: : AmigaOS4

Topic: : Redeclaration error

Re: Redeclaration error

Author: : Capehill

Date: : 2020/11/26 17:59:58

URL:

@Raziel

Quote:

Well, if there is an easy way to do it with an ifdef I'm all ears

Dude, you had the simplest possible patch/workaround/whatever in your pull request already :) So please keep that in your local repo until SDL 2.0.14.

Of course it would be possible to wrap code between some silly

```
#ifndef __amigaos4__  
//call whatever functions without GL context  
#endif
```

But what is the point of that kind of "patch"? What are the expectations of getting GL attributes of the **current context**, **without** the current context?