

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2021/1/30 9:20:15

URL:

@Capehill  
I just plan to build gl4es and all SDL libs over clib2, so can build big projects over clib2 as well: that always a very good test case once things behave bad/strange. So if you can make a clib2 build, I can test it pretty well. We already made clib2 builds of minigl too (they already on os4depot inside of minigl archive), so for real only SDL1/2 missed.