Subject: Re: Framebuffer backend compilation errors
Posted by Zbych on Sat, 05 Jan 2019 21:47:15 GMT

mirek wrote on Sat, 05 January 2019 13:49
It is kind of deprecated and was never 'canonical' anyway.
Perhaps you could give a try to VirtualGui instead?
Mirek

It looks perfect. Can you please move all SDL and GL dependencies from VirtualGui package to
VirtualGui/SDL2GL?

uses
 Painter,
 CtrlLib,
 GLDraw,
^^^^^^^^^^^^^^^^^^^^^
 PdfDraw;

library(POSIX) "SDL2 SDL2main GL";
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
library(WIN32) "SDL2.lib SDL2main.lib OpenGL32.lib";
^^^