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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2017/12/25 18:51:16

URL:

@Capehill

Quote:

My fork was based on this version: <https://github.com/adtools/os4sdl>

Then its latest one. I see that before your commits there was last one from me, and if i remember right since then no one add anything, so your one is the latest with all latest commits, that good :)

Btw, composition code autodetects somehow, and when it available uses, and when not not uses, or, i need to specify something like `SDL_OS4_COMPOSITE` on init stage ?

Quote:

Also Marlon has started to collect various Amiga ports here:

<https://github.com/amigaports/>

As i see there is only inital 68k port commit, so currently no use for us.

Btw, to add to Raziels's post, maybe (if you will have any time for), you can add that os4 iconify functionality about which i wrote in #9 ? Such functionality will be good to have and for SDL1 and for SDL2.

Idea is just to have some sdl flag which we can call like `SDL_AOS4_ICONIFY` or whatever, and activate it with `SDL_INIT()` , which, when SDL app in the window mode, will attach iconify button, and when user will press on it call [SDL\\_WM\\_Iconify](#) function which will do all dirty work for us.

Currently all sdl based window apps can't be iconified, so if we can have it for sdl1 and for sdl2 that can be good. I am ready for any tests in any time, if you in interest in and have time for :)