

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : Capehill

Date: : 2018/3/14 12:56:25

URL:

@kas1e

I need to know what are your modifications done to Cadog. It seems to me that IMG_Load returns a similar surface (32-bit, with alpha channel) with both old and updated SDL. So problem may be in surface conversion rather. After that it's all OpenGL job.

One difference with old and updated SDL is that now alpha channel (Amask etc) is reported. Earlier it was 0.