
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : Capehill

Date: : 2018/3/14 17:20:30

URL:

@kas1e

I cannot spot difference in Cadog behaviour regardless which libSDL.a I use. Could you debug your side for difference? I want to know a) is there any difference in getFormats() function b) what are the surface parameters passed to GL. You could try something like:

```
printf("%d * %d * %d (%d), A %X, R %X, G %X B %Xn",  
img->w,  
img->h,  
img->format->BitsPerPixel,  
img->format->BytesPerPixel,  
img->format->Amask,  
img->format->Rmask,  
img->format->Gmask,  
img->format->Bmask);
```

I doubt issue is caused by "fix test sem" commit. It didn't touch any video file.

Serial log shows that something passed NULL pointer to DestroySemaphore(), and that our AHI code is strange, but not much else. Not sure what caused the print corruption, better keep the eye on it.