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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Hmm, in log i see "DOUBLEFUF". I.e. "FUF" not "BUF". While passed SDL\_DOUBLEBUF in source of game. But that can be just typo in prinfs ?

EDIT: found in SDL\_os4video.c:

Quote:

```
if (flags & SDL_DOUBLEBUF)    SDL_strcat(buffer, "DOUBLEFUF ", 256);
```

So strcat want FUF , not BUF :) But that probably related only to debug output ..

And i also see in log: "Hardware blitting supportedC" , with some "C" at end. Is it ok ? Looks like garbage again, and there is also should be probably "src flags" prinfs as well, while i didn't see it..