

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Something wrong with beret from github when built as SWSURFACE one. To reproduce:

- 1). replace HWSURFACE on SWSURFACE in 2 places in beret from github, recompile, run game
- 2). press alt+tab to going to the window mode
- 3). press alt+tab to going to fullscreenmode again

As result everything slow downs like hell :) 3-4 fps. And if i quit, it even didn't quit.

My old main.c rebuilded with new SDL give no that problem, so probably some code changes in beret about flags and co cause that.