

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Date: : 2018/12/16 20:53:36

URL:

@Capehill

Quote:

I mean taking a simpler example than Q3. I believe OGLES2 SDK contains some? Or SDL2 has also some OGLES2 test case.

Simple ogles2 test cases works fine with SDL2 in oversized windowses, as well simple gl4es/sdl2 test cases too, as well as other game compiled via gl4es/sdl2 also works fine in oversized window.

Its exactly q3 which produce black window when it oversized, which by logic we can then blame, if not only fact that minigl version works fine from the same q3/sdl2 code..