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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

I think i found what issues is (at least in that test code).

There is original part of code:

```
void sys_resize( int width, int height, int callfrom )
{
    SDL_Surface * screen;
    Uint32 flags;

    if(width < 958) width = 958;    // don't resize below this
    if(height < 750) height = 750;
    ignore = callfrom;
    screen = SDL_GetVideoSurface();
    flags = screen->flags; /* Save the current flags in case toggling fails */
    SDL_EnableKeyRepeat( 0, 0 );

    screen = SDL_SetVideoMode( width, height, screen->format->BitsPerPixel, screen->flags);

    SDL_Delay(300);
    //fprintf(stderr,"Called x: %i y: %in",width,height);
    SDL_EnableKeyRepeat( SDL_DEFAULT_REPEAT_DELAY, SDL_DEFAULT_REPEAT_INTERVAL );
    if(screen == NULL) {
        screen = SDL_SetVideoMode(0, 0, 0, flags); /* If failed, then switch back */
    }
    SDL_EnableKeyRepeat( SDL_DEFAULT_REPEAT_DELAY, SDL_DEFAULT_REPEAT_INTERVAL );
    if(screen == NULL) {
        fprintf(stderr,"Video-Error on window resize. Terminatingn");
        sys_exit(1); /* If you can't switch back for some reason, then epic fail */
    }
    ResizeWindow(width,height);
}
```

And that didn't work. Window resizes, but black screen. Same to switch to fullscreen (its from another function, but it also call that one in end).

But once i just change that line:

```
screen = SDL_SetVideoMode( width, height, screen->format->BitsPerPixel, screen->flags);
```

on that one:

```
screen = SDL_SetVideoMode( width, height, screen->format->BitsPerPixel, SDL_OPENGL |  
SDL_RESIZABLE);
```

Everything start works as expected. I.e. just change screen->flags on SDL\_OPENGL | SDL\_RESIZABLE.

What is more interesting, that in the debug output, flags in both cases are same OPENGL RESIZABLE. But in first case, when screen->flags is used, i have that kind of output when trying to resize window:

```
[os4video_SetVideoMode] Requesting new video mode 958x750x32  
[os4video_SetVideoMode] Requested flags: OPENGL RESIZEABLE  
[os4video_SetVideoMode] Current mode 1202x750x32  
[os4video_SetVideoMode] Current mode flags OPENGL RESIZEABLE  
[os4video_SetVideoMode] Current hwdata 0x596B4794  
[os4video_SetVideoMode] Creating new display  
[os4video_SetVideoMode] Deleting old display  
[os4video_GL_Term] Here  
[os4video_DeleteCurrentDisplay] Closing window 0x62996018  
[os4video_SetVideoMode] Opening new display  
[os4video_CreateDisplay] Creating a 958x750x32 windowed display  
[os4video_CreateDisplay] Screen depth: 32 pixel format: 6  
[os4video_GetBestWindowPosition] Visible screen: (0,0)/(1920x1080)  
[os4video_OpenWindow] Trying to open window at (476,149) of size (958x750)  
[os4video_GL_Init] Initializing MiniGL (window 0x62996018)...  
[os4video_AllocateBitMap] Allocating bitmap 958*750*16  
[os4video_AllocateBitMap] Allocating bitmap 958*750*16  
[os4video_SetVideoMode] New display created  
[os4video_SetVideoMode] Obtained flags: OPENGL RESIZEABLE  
[os4video_ShowWMCursor] Setting cursor 0x639F6010  
[os4video_ResetCursor] Cursor image set
```

And that one, when all works, when i only change screen->flags on SDL\_OPENGL | SDL\_RESIZABLE:

```
[os4video_SetVideoMode] Requesting new video mode 1154x750x32  
[os4video_SetVideoMode] Requested flags: OPENGL RESIZEABLE  
[os4video_SetVideoMode] Current mode 958x750x32  
[os4video_SetVideoMode] Current mode flags OPENGL RESIZEABLE  
[os4video_SetVideoMode] Current hwdata 0x596B4794  
[os4video_SetVideoMode] Resizing window: 1154x750
```

```
[os4video_PIXF2Bits] Unknown pixelformat 0  
[os4video_InitOffScreenBuffer] Allocating a 1156x752x0 off-screen buffer with pixel format 0, SWSURFACE  
[os4video_InitOffScreenBuffer] Pixels 0x62E6E000, pitch 1168  
[os4video_AllocateBitMap] Allocating bitmap 1154*750*16  
[os4video_AllocateBitMap] Allocating bitmap 1154*750*16  
[os4video_ShowWMCursor] Setting cursor 0x639FB010
```

See, it tries to resize then.

Question is : wtf ! Maybe that code produce something weird:

```
SDL_Surface * screen;  
screen = SDL_GetVideoSurface();
```

So, while in serial output we have same OPENGL RESIZABLE words, it still have something else in screen->flags, which make calling of os4video\_SetVideoMode's Resizing window() skips ?