
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Created simple test case which show issue. There is code:

```
#include <stdio.h>
#include <SDL/SDL.h>

int main()
{
    const SDL_VideoInfo* info = NULL;
    int flags = SDL_OPENGL | SDL_RESIZABLE;
    static int vidmode_bpp=0;
    SDL_Surface * screen;

    SDL_Init( SDL_INIT_VIDEO | SDL_INIT_TIMER | SDL_INIT_AUDIO);
    info = SDL_GetVideoInfo( );
    vidmode_bpp = info->vfmt->BitsPerPixel;
    SDL_SetVideoMode( 640, 480, vidmode_bpp, flags );

    screen = SDL_GetVideoSurface();

    printf("flags in dec = %dn", flags);
    printf("flags in hex = %xn", flags);

    printf("flags_from_screen in dec = %dn", screen->flags);
    printf("flags_from_screen in hex = %xn", screen->flags);

    SDL_Quit();
}
```

When compile and run this code over win32 , that what i have in output:

```
$./sdltest.exe
flags in dec = 18
```

flags in hex = 12

flags_from_screen in dec = 18

flags_from_screen in hex = 12

If i compile that for amigaos4 and run, then output are:

```
$ ./sdltest
```

flags in dec = 18

flags in hex = 12

flags_from_screen in dec = 16777234

flags_from_screen in hex = 1000012

So, in case with amigaos4, we have other value returned when do `SDL_GetVideoSurface()`. Seems it return something else in flags field (its not just 12 , but 1000012 , so another 1 at begining of byte).

Is it bug or feature ? At least, in case with SDL everything should works the same on all platforms, so i assume bug ?