

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Yeah indeed.. Through that test code works not only on win32, but also on linux and macos, only fail like that on amigaos4.

Anyway, even if we have `SDL_PREALLOC` flag set for us as aos4 only thing, it still shouldn't skip the calling of `resizewindow` in the sdl's code when `SDL_OPENGL | SDL_RESIZABLE` flags set together with `SDL_PREALLOC` ?