

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

I probabaly need to create few test cases (one for opengl, and another for opengles) where just blit something in the window and trying to resize it, to see if there will be bug arise.

Probabaly it not related to the fact how window created, its maybe more about context creation. Maybe it only happens with ogles2 (i use `OGLES2_CCT_RESIZE_VIEWPORT,TRUE` when create ogles2 context when use gl4es, can be related).