

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : Capehill

Date: : 2019/3/15 12:07:01

URL:

@samo79

Well, the crash is inside of MiniGL.library. You need to ask the person who made MiniGL 2.23 where / why it crashes. The library you provided doesn't have debug symbols.

Based on the first stack trace it seems to have happened during MGLUpdateContextTags() call. That's where SDL part points to.