

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@kas1e

I can reproduce the window border overdraw issue now, if I just click the minimize gadget. I think it's caused because window box can change before intuition event is handled, something like this:

- 1) minimize window
- 2) blit (oops)
- 3) handle IDCMP_NEWSIZE, read w & h

It's possible to workaround this in test app by refreshing the w & h values before blitting.

It seems to also happen when OGLES2 is let to manage bitmap so maybe it should be checked whether OGLES2 can blit the backbuffer to window with older w & h values?

Ok so this is again a wrong thread, but Daniel, do you copy? -)