

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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If you use a program icon for iconification purposes, you should set the `do_CurrentX` and `do_CurrentY` fields in the icon's `DiskObject` structure to the value of `NO_ICON_POSITION`. Unless you call `PutDiskObject()` with the modified `DiskObject` as parameter, no change will be made to the actual icon on disk, and the icon's original X/Y coordinates will be preserved.

Programs that save their settings as icon tooltypes and, at the same time, use the program icon for iconification purposes, should clone the icon's `DiskObject` via `DupDiskObject()`, and only use the clone (with `do_CurrentX` and `do_CurrentY` set to `NO_ICON_POSITION`) for iconification.