

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

Started comparing different sdl versions, and for now found that with the version from adtools page (that one from which we start all bug-fixes at beginning, etc) there no such bugs.

Then i tried release 1.2.15 RC 1 , from github, and bug already there. So it's something in the middle. Will try to roll back commits to see when issues starts.

To note , diskmag didn't use OpenGL here, pure SDL.

EDIT: i seems to find out when problems starts : when was compositing support added. But i need to recheck twice to be sure.