
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Interseting, indeed "graywin" for sure works. But my test i post before, i.e. that one:

```
#include <SDL/SDL.h>
```

```
#include <stdbool.h>
```

```
SDL_Surface *screen;
```

```
SDL_Event event;
```

```
int main(int argc, char *argv[]) {
```

```
    SDL_Init(SDL_INIT_VIDEO);
```

```
    screen = SDL_SetVideoMode(640, 480, 16, SDL_SWSURFACE);
```

```
    SDL_WarpMouse(640/2, 480/2);
```

```
    SDL_WM_SetCaption("Simple Window", "Simple Window");
```

```
    bool done=false;
```

```
    while(!done) {
```

```
        while(SDL_PollEvent(&event)) {
```

```
            if (event.type == SDL_QUIT) {
```

```
                done=true;
```

```
            }
```

```
        }
```

```
    }
```

```
    SDL_Quit();
```

```
    return 0;
```

```
}
```

Didn't (while works on win32). Strange ..