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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

I think i found why it fail to resize :

I have my screenmode as 32 bit in workbench.

Now, when we call from test case above:

```
bpp = videoInfo->vfmt->BitsPerPixel;
```

It correctly return 32 as it is.

Then, next line are:

```
surface = SDL_SetVideoMode( SCREEN_WIDTH, SCREEN_HEIGHT, bpp, videoFlags );
```

And that one fail to resize properly. But once i change bpp to "16" manually, then resizing start to work.

It also can be that this whole SDL example just done wrong. But from other side while it should fail to resize if bpp differs, expectually, when originally it renders fine, and only fail after resizing.