
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@kas1e

Seems that backend allocates too little memory for the sprite. According to this http://wiki.amigaos.net/wiki/Intuition_Pointer, there should be 32-bit dummy data before and after actual graphics. But code allocates only "before" part (4 extra bytes):

[https://github.com/adtools/os4sdl/blob ... amigaos4/SDL_os4wm.c#L155](https://github.com/adtools/os4sdl/blob...amigaos4/SDL_os4wm.c#L155)

It could be fixed like this (didn't have chance to test yet):

```
cursor->Image = IExec->AllocVecTags(4 * (h + 2), AVT_ClearWithValue, 0, AVT_Type, MEMF_SHARED, TAG_DONE );
```

By the way, do we still have to allocate from CHIP memory or?