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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2018/1/14 13:15:55

URL:

@Capehill

Quote:

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 );
```

Nope, didn't help sadly. Distortion change it looks, but still garbage here. Retested for sake of be sure again on win32 , and build it on mingw32 for now, there is no cursor (1pixel-transparent as intendent) and no garbage. So probably its indeed our sdl.

Quote:

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

Dunno, but as os4 works on classics too, maybe it relevant (?)