
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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Date: : 2018/1/14 16:44:09

URL:

I made another test case, in which i just set CursorData to 0xaa (1010 1010 , so 4 dots), and mask to 0. So, it should just draw 4 dots over cursor. On win32 it is, but on aos4 it's draw garbage. There is:

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

```
int mousex, mousey;
```

```
SDL_Surface* init_sdl(int width, int height)
```

```
{  
    SDL_Init(SDL_INIT_VIDEO);  
    return SDL_SetVideoMode(width, height, 0, SDL_HWSURFACE | SDL_DOUBLEBUF);  
}
```

```
void exit_sdl(SDL_Surface* surface)
```

```
{  
    SDL_FreeSurface(surface);  
    SDL_Quit();  
}
```

```
// Chopped down even function
```

```
int events()
```

```
{  
    SDL_Event event;  
    while(SDL_PollEvent(&event))  
    {  
        switch(event.type)  
        {  
            case SDL_MOUSEMOTION:  
                mousex = event.motion.x;  
  
                mousey = event.motion.y;  
                break;  
  
            case SDL_QUIT: return 0;  
        }  
    }  
}
```

```

}
return 1;
}

int main()
{

static SDL_Cursor* cur = NULL;

static uint8_t cursorData = 0xaa; // 4 dots.
static uint8_t cursorMask = 0; // for transparent cursor

SDL_Surface *surf = init_sdl(640, 480);
SDL_FreeCursor(cur);
cur = SDL_CreateCursor(&cursorData, &cursorMask, 1,1,0,0);

while(events())
{
if (cur != NULL)
{
SDL_SetCursor(cur);
SDL_ShowCursor(SDL_ENABLE); // show the SDL 1 pixel transparent cursor
}
else
{
//failed to create the 1 pixel transparent cursor
SDL_ShowCursor(SDL_DISABLE); // Hide the SDL mouse cursor, we use our own internal one
}
}

exit_sdl(surf);
}

```

Same as before : ppc-amigaos-gcc test.c -o test -ISDL -lpthread