

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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Date: : 2018/2/23 20:36:12

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@Capehill

If minimal is possible :) Simple test case with `SDL_GetTicks()` works, but when it used in the games, then crashes. Once i rebuild it against version on adtools, then no crash.

I may try to reduce games code step by step, and then will have small test case, but it will take time.