
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2018/3/14 17:54:25

URL:

@Capehill

Hmm, in log i see "DOUBLEFUF". I.e. "FUF" not "BUF". While passed SDL_DOUBLEBUF in source of game. But that can be just typo in prinfs ?

EDIT: found in SDL_os4video.c:

Quote:

```
if (flags & SDL_DOUBLEBUF)    SDL_strlcat(buffer, "DOUBLEFUF ", 256);
```

So strlcat want FUF , not BUF :) But that probably related only to debug output ..

And i also see in log: "Hardware blitting supportedC" , with some "C" at end. Is it ok ? Looks like garbage again, and there is also should be probably "src flags" prinfs as well, while i didn't see it..