

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@kas1e

Gosh, double-fuffering sounds fluffy. I hope it doesn't mean something nasty.

Let's start Cadog project on GitHub. That way we can add Amiga fixes and needed debug and we are on the same page all time. I added some code that cleans up the singleton class textures. Some VRAM 1 MB leak visible still.

Regarding Beret: I will prepare a separate, smaller double-buffering demo. We will use that to debug the flickering issue. We have different HW and different drivers so we cannot totally exclude those things. Maybe we should start a Beret project as well.

What are your serial port settings? Does serial debug usually work 100% OK?