

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@kas1e

I can't spot the issue. Have you done a clean build? (because dependencies are not tracked if you use the native makefile IIRC). Could you also send the git diff against whatever branch you are using, then it should be easier for you and me to compare changes.

One random thing is that if you are not using MiniGL, you probably don't want to call `os4video_AllocateOpenGLBuffers` ever, assuming OGLE2 is doing buffer management.

Where you have defined this OLDMINIGL?