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Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

Date: : 2018/3/15 19:03:58

URL:

@Capehill

Quote:

Probably the easiest thing would be to fork <https://github.com/AmigaPorts/SDL> then add your gl4es changes in branch "SDL-1.2", or create a branch "SDL-1.2gl4es" based on "SDL-1.2" . Then it's possible do compare forks easily and you could pull updates from AmigaPorts/SDL and AmigaPorts/SDL could pull updates from you, even via web interface.

Done, there is with my gl4es changes:

<https://github.com/kas1e/SDL/tree/SDL-1.2gl4es/src/video/amigaos4>

But they of course can't be used for merging, as it slash-and-hack..

So, with that version i have, when i build Cadog with that "dprintf" before context creation enabled : i didn't see title pic. But when i disable that "dprintf" line, i can see title pic and all fine and good. Before all was ok, just because dprintf doing nothing, but once we add -DDEBUG it start works, and then that issue come up.. Feels like some weird trashing of memory. Probably just some begining of image data overwritten by crap (in the memory, after loading done), and so as result there is nothing visibly. Strange through that it come up once dprintf line start working.