

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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@Capehill

Its even not necessary dprintf should be there. If i even put there pure printf("aaaa\n"); right before context creation, then i have no title pic in Cadog. Once i comment it out, title pic is back :)

I do some more tests, and found, that if i do :

printf("a\n"); or printf("aa\n"); or printf("aaa\n"); : title pic still here. But once i do more than 3 "aaa", i.e. even just printf("aaaa\n"); : then no title pic.

Which somehow prove my idea that in memory something overwritten by crap. Through now question is: how detect from where it come, from gl4es, from sdl or from cadog itself and how to deal with :)