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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Raziell

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URL:

@Capehill

Quote:

Built ScummVM from the latest git source today. Then I remove old scummvm.ini, start the executable, select "OpenGL" from graphics options, apply, ok and then quit without freeze.

Am I missing some steps?

Yep, you missed the

- press LALT+ENTER to make ScummVM a window and THEN quit with the window button

- **NEW** - You HAVE to have a shell window open

to make it freeze

It still does, with 2.0.8 in place

Ok, so it gets even weirder :-/

IF i close the window and there are only other windows open, nothing happens and ScummVM quits just fine.

IF i have a Shell/CLI open by the time i close ScummVM in window state it will 100% of the time freeze the system

This is what happens on serial if i have no shell open

```
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x4DFCE3E8)
```

```
[OS4_GetInterface] Getting interface for libbase 0x4DFCE3E8 succeeded (address 0x4DFCE550)
```

```
[OS4_GL_LoadLibrary] MiniGL library opened
```

```
[OS4_GetDisplayBounds] x=0, y=0, w=2560, h=1440
```

```
[OS4_CreateWindow] Open fullscreen window with delay
```

```
[OS4_GetDisplayBounds] x=0, y=0, w=2560, h=1440
```

```
[OS4_GetDisplayBounds] x=0, y=0, w=2560, h=1440
```

```
[OS4_GetDisplayBounds] x=0, y=0, w=2560, h=1440
```

[OS4\_SetDisplayMode] Opened screen id 1342182144: 640\*480\*24 (address 0x4F8D5010)  
[OS4\_SetWindowFullscreen] Trying to set 'ScummVM' into fullscreen mode  
[OS4\_SetWindowFullscreen] System window doesn't exist yet, let's open it  
[OS4\_GetIDCMPFlags] Called  
[OS4\_GetWindowFlags] Called  
[OS4\_GetScreenForWindow] Fullscreen  
[OS4\_CreateSystemWindow] Opening window 'ScummVM' at (0,0) of size (640x480) on screen 0x4F8D5010  
[OS4\_CreateSystemWindow] Window address 0x61D45878  
[OS4\_RefreshCursorState] Mouse shown 0  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_ShowWindow] Showing window 'ScummVM'  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('(null)') input was grabbed  
[OS4\_GL\_CreateContext] Called  
[OS4\_GL\_AllocateBuffers] Allocate double buffer bitmaps 640\*480\*32  
[OS4\_GL\_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6  
[OS4\_GL\_CreateContext] MiniGL context 0x5C9F8300 created for window 'ScummVM'  
[OS4\_GL\_GetProcAddress] Called for 'glEnable'  
[OS4\_GL\_GetProcAddress] Called for 'glDisable'  
[OS4\_GL\_GetProcAddress] Called for 'glIsEnabled'  
[OS4\_GL\_GetProcAddress] Called for 'glClear'  
[OS4\_GL\_GetProcAddress] Called for 'glColor4f'  
[OS4\_GL\_GetProcAddress] Called for 'glViewport'  
[OS4\_GL\_GetProcAddress] Called for 'glMatrixMode'  
[OS4\_GL\_GetProcAddress] Called for 'glLoadIdentity'  
[OS4\_GL\_GetProcAddress] Called for 'glLoadMatrixf'  
[OS4\_GL\_GetProcAddress] Called for 'glShadeModel'  
[OS4\_GL\_GetProcAddress] Called for 'glHint'  
[OS4\_GL\_GetProcAddress] Called for 'glClearColor'  
[OS4\_GL\_GetProcAddress] Called for 'glBlendFunc'  
[OS4\_GL\_GetProcAddress] Called for 'glEnableClientState'  
[OS4\_GL\_GetProcAddress] Called for 'glPixelStorei'  
[OS4\_GL\_GetProcAddress] Called for 'glScissor'  
[OS4\_GL\_GetProcAddress] Called for 'glReadPixels'  
[OS4\_GL\_GetProcAddress] Called for 'glGetIntegerv'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteTextures'  
[OS4\_GL\_GetProcAddress] Called for 'glGenTextures'  
[OS4\_GL\_GetProcAddress] Called for 'glBindTexture'  
[OS4\_GL\_GetProcAddress] Called for 'glTexParameterf'  
[OS4\_GL\_GetProcAddress] Called for 'glTexImage2D'  
[OS4\_GL\_GetProcAddress] Called for 'glTexCoordPointer'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexPointer'  
[OS4\_GL\_GetProcAddress] Called for 'glDrawArrays'  
[OS4\_GL\_GetProcAddress] Called for 'glTexSubImage2D'  
[OS4\_GL\_GetProcAddress] Called for 'glGetString'  
[OS4\_GL\_GetProcAddress] Called for 'glGetError'  
[OS4\_GL\_GetProcAddress] Called for 'glEnableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glEnableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDisableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDisableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniform1iARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniform1iARB'

[OS4\_GL\_GetProcAddress] Called for 'glUniform1fARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniform1fARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniformMatrix4fvARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniformMatrix4fvARB'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexAttrib4fARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glVertexAttrib4fARB'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexAttribPointerARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glVertexAttribPointerARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCreateProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCreateProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glAttachObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glAttachObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDetachObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDetachObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glLinkProgramARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glLinkProgramARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUseProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUseProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Called for 'glBindAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glBindAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetUniformLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetUniformLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCreateShaderObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCreateShaderObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Called for 'glShaderSourceARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glShaderSourceARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCompileShaderARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCompileShaderARB'  
[OS4\_GL\_GetProcAddress] Called for 'glBindFramebufferEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glBindFramebufferEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glGenFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGenFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glFramebufferTexture2DEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glFramebufferTexture2DEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glCheckFramebufferStatusEXT'

[OS4\_GL\_GetProcAddress] Failed to load 'glCheckFramebufferStatusEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glActiveTextureARB'  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_GL\_MakeCurrent] Called window=0x00000000 context=0x00000000  
[OS4\_GL\_DeleteContext] Called with context=0x5C9F8300  
[OS4\_GL\_DeleteContext] Found MiniGL context, clearing window binding  
[OS4\_SetWindowFullscreen] Trying to set 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' into fullscreen mode  
[OS4\_SetWindowFullscreen] Same screen, useless mode change ignored  
[OS4\_WarpMouse] Warping mouse to 355, 326  
[OS4\_WarpMouseInternal] Sending input event  
[OS4\_SetDisplayMode] Desktop mode passed  
[OS4\_SetWindowFullscreen] Trying to set 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' into window mode  
[OS4\_SetWindowFullscreen] Reopening window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' (0x61D45878)  
due to mode change  
[OS4\_CloseSystemWindow] Closing window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' (address 0x61D45878)  
)  
[OS4\_CloseScreen] Close screen 0x4F8D5010  
[OS4\_GetIDCMPFlags] Called  
[OS4\_GetWindowFlags] Called  
[OS4\_GetScreenForWindow] Window mode (public screen)  
[OS4\_CenterWindow] X centered  
[OS4\_CenterWindow] Y centered  
[OS4\_CreateSystemWindow] Opening window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' at (960,480) of size (640x480) on screen 0x611F49C0  
[OS4\_CreateSystemWindow] Window address 0x61D45878  
[OS4\_RefreshCursorState] Mouse shown 0  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_ShowWindow] Showing window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)'  
[OS4\_WarpMouse] Warping mouse to 355, 326  
[OS4\_WarpMouseInternal] Sending input event  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
[OS4\_GL\_CreateContext] Called  
[OS4\_GL\_AllocateBuffers] Allocate double buffer bitmaps 640\*480\*32  
[OS4\_GL\_AllocateBuffers] Old front buffer pointer 0x4E107728, back buffer pointer 0x4E1077C8  
[OS4\_GL\_FreeBuffers] Called  
[OS4\_GL\_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6  
[OS4\_GL\_CreateContext] MiniGL context 0x5C9F8300 created for window  
'ScummVM 2.1.0git (Jul 14 2018 15:24:20)'  
[OS4\_GL\_GetProcAddress] Called for 'glEnable'  
[OS4\_GL\_GetProcAddress] Called for 'glDisable'  
[OS4\_GL\_GetProcAddress] Called for 'glIsEnabled'  
[OS4\_GL\_GetProcAddress] Called for 'glClear'  
[OS4\_GL\_GetProcAddress] Called for 'glColor4f'  
[OS4\_GL\_GetProcAddress] Called for 'glViewport'  
[OS4\_GL\_GetProcAddress] Called for 'glMatrixMode'  
[OS4\_GL\_GetProcAddress] Called for 'glLoadIdentity'  
[OS4\_GL\_GetProcAddress] Called for 'glLoadMatrixf'  
[OS4\_GL\_GetProcAddress] Called for 'glShadeModel'  
[OS4\_GL\_GetProcAddress] Called for 'glHint'

[OS4\_GL\_GetProcAddress] Called for 'glClearColor'  
[OS4\_GL\_GetProcAddress] Called for 'glBlendFunc'  
[OS4\_GL\_GetProcAddress] Called for 'glEnableClientState'  
[OS4\_GL\_GetProcAddress] Called for 'glPixelStorei'  
[OS4\_GL\_GetProcAddress] Called for 'glScissor'  
[OS4\_GL\_GetProcAddress] Called for 'glReadPixels'  
[OS4\_GL\_GetProcAddress] Called for 'glGetIntegerv'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteTextures'  
[OS4\_GL\_GetProcAddress] Called for 'glGenTextures'  
[OS4\_GL\_GetProcAddress] Called for 'glBindTexture'  
[OS4\_GL\_GetProcAddress] Called for 'glTexParameterf'  
[OS4\_GL\_GetProcAddress] Called for 'glTexImage2D'  
[OS4\_GL\_GetProcAddress] Called for 'glTexCoordPointer'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexPointer'  
[OS4\_GL\_GetProcAddress] Called for 'glDrawArrays'  
[OS4\_GL\_GetProcAddress] Called for 'glTexSubImage2D'  
[OS4\_GL\_GetProcAddress] Called for 'glGetString'  
[OS4\_GL\_GetProcAddress] Called for 'glGetError'  
[OS4\_GL\_GetProcAddress] Called for 'glEnableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glEnableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDisableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDisableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniform1iARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniform1iARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniform1fARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniform1fARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniformMatrix4fvARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniformMatrix4fvARB'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexAttrib4fARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glVertexAttrib4fARB'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexAttribPointerARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glVertexAttribPointerARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCreateProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCreateProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glAttachObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glAttachObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDetachObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDetachObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glLinkProgramARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glLinkProgramARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUseProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUseProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Called for 'glBindAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glBindAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetAttribLocationARB'

[OS4\_GL\_GetProcAddress] Failed to load 'glGetAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetUniformLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetUniformLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCreateShaderObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCreateShaderObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Called for 'glShaderSourceARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glShaderSourceARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCompileShaderARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCompileShaderARB'  
[OS4\_GL\_GetProcAddress] Called for 'glBindFramebufferEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glBindFramebufferEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glGenFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGenFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glFramebufferTexture2DEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glFramebufferTexture2DEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glCheckFramebufferStatusEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCheckFramebufferStatusEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glActiveTextureARB'  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
[OS4\_GL\_MakeCurrent] Called window=0x00000000 context=0x00000000  
[OS4\_GL\_DeleteContext] Called with context=0x5C9F8300  
[OS4\_GL\_DeleteContext] Found MiniGL context, clearing window binding  
[OS4\_GetDisplayBounds] x=0, y=0, w=2560, h=1440  
[OS4\_HideWindow] Hiding window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)'  
[OS4\_GetDisplayBounds] x=0, y=0, w=2560, h=1440  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
[OS4\_DestroyWindow] Called for 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' (flags 0x2A)  
[OS4\_CloseSystemWindow] Closing window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' (address 0x61D45878  
)

[OS4\_CloseScreen] Close screen 0x611F49C0  
[OS4\_CloseScreen] Cannot close public screen  
[OS4\_GL\_FreeBuffers] Called  
[OS4\_GL\_UnloadLibrary] Called 0  
[OS4\_DropInterface] Dropping interface 0x4DFCE550  
[OS4\_CloseLibrary] Closing library 0x4DFCE3E8  
[OS4\_GetDisplayBounds] x=0, y=0, w=2560, h=1440  
[OS4\_CloseDevice] Called  
[OS4\_CloseAhiDevice] Aborting I/O...  
[OS4\_CloseAhiDevice] Closing device  
[OS4\_CloseAhiDevice] Freeing I/O requests  
[OS4\_CloseAhiDevice] Deleting message port  
[OS4\_CloseAhiDevice] Device closed  
[OS4\_FreeCursor] Called 0x4DC937A8  
[OS4\_VideoQuit] Called  
[OS4\_QuitModes] Called  
[OS4\_UnlockPubScreen] Called  
[OS4\_FreeCursor] Called 0x4DC938B0  
[OS4\_DeleteDevice] Called  
[OS4\_FreeSystemResources] Called  
[OS4\_DropInterface] Dropping interface 0x6FEAD3D0  
[OS4\_FreeSystemResources] Deleting input.device  
[OS4\_FreeSystemResources] Deleting IORequest  
[OS4\_FreeSystemResources] Deleting MsgPort  
[OS4\_CloseLibraries] Closing libraries  
[OS4\_DropInterface] Dropping interface 0x6FC75BA0  
[OS4\_DropInterface] Dropping interface 0x61049010  
[OS4\_DropInterface] Dropping interface 0x6FF8F500  
[OS4\_DropInterface] Dropping interface 0x628F0030  
[OS4\_DropInterface] Dropping interface 0x6FDF1890  
[OS4\_DropInterface] Dropping interface 0x6FFFF800  
[OS4\_DropInterface] Dropping interface 0x6FF3C140  
[OS4\_DropInterface] Dropping interface 0x6FF3D000  
[OS4\_CloseLibrary] Closing library 0x6FE97220  
[OS4\_CloseLibrary] Closing library 0x6FC4E84C  
[OS4\_CloseLibrary] Closing library 0x6FF632C0  
[OS4\_CloseLibrary] Closing library 0x6FEF808C  
[OS4\_CloseLibrary] Closing library 0x62A7E8CC  
[OS4\_CloseLibrary] Closing library 0x6FF464D0  
[OS4\_CloseLibrary] Closing library 0x6FFFE4F0  
[OS4\_CloseLibrary] Closing library 0x6FFB8420  
[\_OS4\_INIT] IExec 0x02973054  
[OS4\_CreateDevice] \*\*\* SDL 2.0.8 video initialization starts \*\*\*  
[OS4\_AllocSystemResources] Called  
[OS4\_OpenLibraries] Opening libraries  
[OS4\_OpenLibrary] Opening 'graphics.library' version 54 succeeded (address 0x6FFB8420)  
[OS4\_OpenLibrary] Opening 'layers.library' version 53 succeeded (address 0x6FFFE4F0)  
[OS4\_OpenLibrary] Opening 'intuition.library' version 51 succeeded (address 0x6FF464D0)  
[OS4\_OpenLibrary] Opening 'icon.library' version 51 succeeded (address 0x62A7E8CC)  
[OS4\_OpenLibrary] Opening 'workbench.library' version 51 succeeded (address 0x6FEF808C)  
[OS4\_OpenLibrary] Opening 'keymap.library' version 51 succeeded (address 0x6FF632C0)

[OS4\_OpenLibrary] Opening 'textclip.library' version 51 succeeded (address 0x6FC4E84C)  
[OS4\_OpenLibrary] Opening 'dos.library' version 51 succeeded (address 0x6FE97220)  
[OS4\_GetInterface] Getting interface for libbase 0x6FFB8420 succeeded (address 0x6FF3D000)  
[OS4\_GetInterface] Getting interface for libbase 0x6FFFE4F0 succeeded (address 0x6FF3C140)  
[OS4\_GetInterface] Getting interface for libbase 0x6FF464D0 succeeded (address 0x6FFFF800)  
[OS4\_GetInterface] Getting interface for libbase 0x62A7E8CC succeeded (address 0x6FDF1890)  
[OS4\_GetInterface] Getting interface for libbase 0x6FEF808C succeeded (address 0x628F0030)  
[OS4\_GetInterface] Getting interface for libbase 0x6FF632C0 succeeded (address 0x6FF8F500)  
[OS4\_GetInterface] Getting interface for libbase 0x6FC4E84C succeeded (address 0x61049010)  
[OS4\_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FC75BA0)  
[OS4\_OpenLibraries] All library interfaces OK  
[OS4\_FindApplicationName] Failed to get CLI program name, checking task node  
[OS4\_FindApplicationName] Application name: 'scummvm'  
[OS4\_GetInterface] Getting interface for libbase 0x6FF6350C succeeded (address 0x6FEAD3D0)  
[OS4\_VideoInit] Called  
[OS4\_InitModes] Called  
[OS4\_LockPubScreen] Public screen 0x611F49C0 locked  
[OS4\_GetDisplayMode] RTG mode 1343296256: w=2560, h=1440, bits=24  
[OS4\_CreateDefaultCursor] Called  
[OS4\_CreateHiddenCursor] Called  
[OS4\_CreateCursor] Called 0x4DCA77D0 0 0  
[OS4\_GetDoubleClickTimeInMillis] Doubleclick time 1500 ms  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_GetDisplayModes] Called  
[OS4\_GetDisplayMode] RTG mode 1019940: w=640, h=480, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342181376: w=640, h=480, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342181632: w=640, h=480, bits=16  
[OS4\_GetDisplayMode] RTG mode 1342182144: w=640, h=480, bits=24  
[OS4\_GetDisplayMode] RTG mode 1342246912: w=640, h=512, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342247168: w=640, h=512, bits=16  
[OS4\_GetDisplayMode] RTG mode 1342247680: w=640, h=512, bits=24  
[OS4\_GetDisplayMode] RTG mode 1342312448: w=800, h=600, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342312704: w=800, h=600, bits=16  
[OS4\_GetDisplayMode] RTG mode 1342313216: w=800, h=600, bits=24  
[OS4\_GetDisplayMode] RTG mode 1342377984: w=1024, h=768, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342378240: w=1024, h=768, bits=16  
[OS4\_GetDisplayMode] RTG mode 1342378752: w=1024, h=768, bits=24  
[OS4\_GetDisplayMode] RTG mode 1342443520: w=1280, h=720, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342443776: w=1280, h=720, bits=16  
[OS4\_GetDisplayMode] RTG mode 1342444288: w=1280, h=720, bits=24  
[OS4\_GetDisplayMode] RTG mode 1342509056: w=1280, h=800, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342509312: w=1280, h=800, bits=16  
[OS4\_GetDisplayMode] RTG mode 1342509824: w=1280, h=800, bits=24  
[OS4\_GetDisplayMode] RTG mode 1342574592: w=1280, h=960, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342574848: w=1280, h=960, bits=16  
[OS4\_GetDisplayMode] RTG mode 1342575360: w=1280, h=960, bits=24  
[OS4\_GetDisplayMode] RTG mode 1342640128: w=1280, h=1024, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342640384: w=1280, h=1024, bits=16  
[OS4\_GetDisplayMode] RTG mode 1342640896: w=1280, h=1024, bits=24  
[OS4\_GetDisplayMode] RTG mode 1342705664: w=1440, h=900, bits=8  
[OS4\_GetDisplayMode] RTG mode 1342705920: w=1440, h=900, bits=16



```
[OS4_GetDisplayMode] RTG mode 1342706432: w=1440, h=900, bits=24
[OS4_GetDisplayMode] RTG mode 1342771200: w=1600, h=900, bits=8
[OS4_GetDisplayMode] RTG mode 1342771456: w=1600, h=900, bits=16
[OS4_GetDisplayMode] RTG mode 1342771968: w=1600, h=900, bits=24
[OS4_GetDisplayMode] RTG mode 1342836736: w=1600, h=1200, bits=8
[OS4_GetDisplayMode] RTG mode 1342836992: w=1600, h=1200, bits=16
[OS4_GetDisplayMode] RTG mode 1342837504: w=1600, h=1200, bits=24
[OS4_GetDisplayMode] RTG mode 1342902272: w=1680, h=1050, bits=8
[OS4_GetDisplayMode] RTG mode 1342902528: w=1680, h=1050, bits=16
[OS4_GetDisplayMode] RTG mode 1342903040: w=1680, h=1050, bits=24
[OS4_GetDisplayMode] RTG mode 1342967808: w=1920, h=1080, bits=8
[OS4_GetDisplayMode] RTG mode 1342968064: w=1920, h=1080, bits=16
[OS4_GetDisplayMode] RTG mode 1342968576: w=1920, h=1080, bits=24
[OS4_GetDisplayMode] RTG mode 1343033344: w=1920, h=1200, bits=8
[OS4_GetDisplayMode] RTG mode 1343033600: w=1920, h=1200, bits=16
[OS4_GetDisplayMode] RTG mode 1343034112: w=1920, h=1200, bits=24
[OS4_GetDisplayMode] RTG mode 1343098880: w=2048, h=1080, bits=8
[OS4_GetDisplayMode] RTG mode 1343099136: w=2048, h=1080, bits=16
[OS4_GetDisplayMode] RTG mode 1343099648: w=2048, h=1080, bits=24
[OS4_GetDisplayMode] RTG mode 1343164416: w=2048, h=1200, bits=8
[OS4_GetDisplayMode] RTG mode 1343164672: w=2048, h=1200, bits=16
[OS4_GetDisplayMode] RTG mode 1343165184: w=2048, h=1200, bits=24
[OS4_GetDisplayMode] RTG mode 1343229952: w=2048, h=1440, bits=8
[OS4_GetDisplayMode] RTG mode 1343230208: w=2048, h=1440, bits=16
[OS4_GetDisplayMode] RTG mode 1343230720: w=2048, h=1440, bits=24
[OS4_GetDisplayMode] RTG mode 1343295488: w=2560, h=1440, bits=8
[OS4_GetDisplayMode] RTG mode 1343295744: w=2560, h=1440, bits=16
[OS4_GetDisplayMode] RTG mode 1343296256: w=2560, h=1440, bits=24
[OS4_OpenAhiDevice] ahi.device opened
[OS4_OpenAhiDevice] IO requests created
[OS4_OpenAhiDevice] deviceOpen = 1
[OS4_CloseAhiDevice] Closing device
[OS4_CloseAhiDevice] Freeing I/O requests
[OS4_CloseAhiDevice] Deleting message port
[OS4_CloseAhiDevice] Device closed
[OS4_AudioAvailable] AHI is available
[OS4_OpenDevice] handle 0x00000000, devname (null), iscapture 0
[OS4_OpenDevice] New format = 0x9010
[OS4_OpenDevice] Buffer size = 4096
[OS4_ThreadInit] Called
[OS4_OpenAhiDevice] ahi.device opened
[OS4_OpenAhiDevice] IO requests created
[OS4_OpenAhiDevice] deviceOpen = 1
[OS4_LoadGILibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
```

and this happens with a shell window open

```
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x4DFCE3E8)
```

[OS4\_GetInterface] Getting interface for libbase 0x4DFCE3E8 succeeded (address 0x4DFCE550)  
[OS4\_GL\_LoadLibrary] MiniGL library opened  
[OS4\_GetDisplayBounds] x=0, y=0, w=2560, h=1440  
[OS4\_CreateWindow] Open fullscreen window with delay  
[OS4\_GetDisplayBounds] x=0, y=0, w=2560, h=1440  
[OS4\_GetDisplayBounds] x=0, y=0, w=2560, h=1440  
[OS4\_GetDisplayBounds] x=0, y=0, w=2560, h=1440  
[OS4\_SetDisplayMode] Opened screen id 1342182144: 640\*480\*24 (address 0x4F8D5010)  
[OS4\_SetWindowFullscreen] Trying to set 'ScummVM' into fullscreen mode  
[OS4\_SetWindowFullscreen] System window doesn't exist yet, let's open it  
[OS4\_GetIDCMPFlags] Called  
[OS4\_GetWindowFlags] Called  
[OS4\_GetScreenForWindow] Fullscreen  
[OS4\_CreateSystemWindow] Opening window 'ScummVM' at (0,0) of size (640x480) on screen 0x4F8D5010  
[OS4\_CreateSystemWindow] Window address 0x4D431E38  
[OS4\_RefreshCursorState] Mouse shown 0  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_ShowWindow] Showing window 'ScummVM'  
[OS4\_SetWindowGrabPrivate] Window 0x4D431E38 ('(null)') input was grabbed  
[OS4\_GL\_CreateContext] Called  
[OS4\_GL\_AllocateBuffers] Allocate double buffer bitmaps 640\*480\*32  
[OS4\_GL\_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6  
[OS4\_GL\_CreateContext] MiniGL context 0x5CA07300 created for window 'ScummVM'  
[OS4\_GL\_GetProcAddress] Called for 'glEnable'  
[OS4\_GL\_GetProcAddress] Called for 'glDisable'  
[OS4\_GL\_GetProcAddress] Called for 'glIsEnabled'  
[OS4\_GL\_GetProcAddress] Called for 'glClear'  
[OS4\_GL\_GetProcAddress] Called for 'glColor4f'  
[OS4\_GL\_GetProcAddress] Called for 'glViewport'  
[OS4\_GL\_GetProcAddress] Called for 'glMatrixMode'  
[OS4\_GL\_GetProcAddress] Called for 'glLoadIdentity'  
[OS4\_GL\_GetProcAddress] Called for 'glLoadMatrixf'  
[OS4\_GL\_GetProcAddress] Called for 'glShadeModel'  
[OS4\_GL\_GetProcAddress] Called for 'glHint'  
[OS4\_GL\_GetProcAddress] Called for 'glClearColor'  
[OS4\_GL\_GetProcAddress] Called for 'glBlendFunc'  
[OS4\_GL\_GetProcAddress] Called for 'glEnableClientState'  
[OS4\_GL\_GetProcAddress] Called for 'glPixelStorei'  
[OS4\_GL\_GetProcAddress] Called for 'glScissor'  
[OS4\_GL\_GetProcAddress] Called for 'glReadPixels'  
[OS4\_GL\_GetProcAddress] Called for 'glGetIntegerv'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteTextures'  
[OS4\_GL\_GetProcAddress] Called for 'glGenTextures'  
[OS4\_GL\_GetProcAddress] Called for 'glBindTexture'  
[OS4\_GL\_GetProcAddress] Called for 'glTexParameterf'  
[OS4\_GL\_GetProcAddress] Called for 'glTexImage2D'  
[OS4\_GL\_GetProcAddress] Called for 'glTexCoordPointer'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexPointer'  
[OS4\_GL\_GetProcAddress] Called for 'glDrawArrays'  
[OS4\_GL\_GetProcAddress] Called for 'glTexSubImage2D'  
[OS4\_GL\_GetProcAddress] Called for 'glGetString'

[OS4\_GL\_GetProcAddress] Called for 'glGetError'  
[OS4\_GL\_GetProcAddress] Called for 'glEnableVertexArrayARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glEnableVertexArrayARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDisableVertexArrayARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDisableVertexArrayARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniform1iARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniform1iARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniform1fARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniform1fARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniformMatrix4fvARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniformMatrix4fvARB'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexAttrib4fARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glVertexAttrib4fARB'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexAttribPointerARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glVertexAttribPointerARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCreateProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCreateProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glAttachObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glAttachObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDetachObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDetachObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glLinkProgramARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glLinkProgramARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUseProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUseProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Called for 'glBindAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glBindAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetUniformLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetUniformLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCreateShaderObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCreateShaderObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Called for 'glShaderSourceARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glShaderSourceARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCompileShaderARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCompileShaderARB'  
[OS4\_GL\_GetProcAddress] Called for 'glBindFramebufferEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glBindFramebufferEXT'

[OS4\_GL\_GetProcAddress] Called for 'glDeleteFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glGenFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGenFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glFramebufferTexture2DEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glFramebufferTexture2DEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glCheckFramebufferStatusEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCheckFramebufferStatusEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glActiveTextureARB'  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x4D431E38  
[OS4\_GL\_MakeCurrent] Called window=0x00000000 context=0x00000000  
[OS4\_GL\_DeleteContext] Called with context=0x5CA07300  
[OS4\_GL\_DeleteContext] Found MiniGL context, clearing window binding  
[OS4\_SetWindowFullscreen] Trying to set 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' into fullscreen mode  
[OS4\_SetWindowFullscreen] Same screen, useless mode change ignored  
[OS4\_WarpMouse] Warping mouse to 367, 355  
[OS4\_WarpMouseInternal] Sending input event  
[OS4\_SetDisplayMode] Desktop mode passed  
[OS4\_SetWindowFullscreen] Trying to set 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' into window mode  
[OS4\_SetWindowFullscreen] Reopening window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' (0x4D431E38) due to mode change  
[OS4\_CloseSystemWindow] Closing window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' (address 0x4D431E38)  
[OS4\_CloseScreen] Close screen 0x4F8D5010  
[OS4\_GetIDCMPFlags] Called  
[OS4\_GetWindowFlags] Called  
[OS4\_GetScreenForWindow] Window mode (public screen)  
[OS4\_CenterWindow] X centered  
[OS4\_CenterWindow] Y centered  
[OS4\_CreateSystemWindow] Opening window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)' at (960,480) of size (640x480) on screen 0x611F49C0  
[OS4\_CreateSystemWindow] Window address 0x61D45878  
[OS4\_RefreshCursorState] Mouse shown 0  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_ShowWindow] Showing window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)'  
[OS4\_WarpMouse] Warping mouse to 367, 355  
[OS4\_WarpMouseInternal] Sending input event  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)') input was released  
[OS4\_GL\_CreateContext] Called  
[OS4\_GL\_AllocateBuffers] Allocate double buffer bitmaps 640\*480\*32  
[OS4\_GL\_AllocateBuffers] Old front buffer pointer 0x4E108538, back buffer pointer 0x4E1085D8  
[OS4\_GL\_FreeBuffers] Called  
[OS4\_GL\_AllocateBuffers] SRC FMT 6, SRC2 FMT 6, DST FMT 6  
[OS4\_GL\_CreateContext] MiniGL context 0x5CA07300 created for window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)'  
[OS4\_GL\_GetProcAddress] Called for 'glEnable'  
[OS4\_GL\_GetProcAddress] Called for 'glDisable'  
[OS4\_GL\_GetProcAddress] Called for 'glIsEnabled'  
[OS4\_GL\_GetProcAddress] Called for 'glClear'

[OS4\_GL\_GetProcAddress] Called for 'glColor4f'  
[OS4\_GL\_GetProcAddress] Called for 'glViewport'  
[OS4\_GL\_GetProcAddress] Called for 'glMatrixMode'  
[OS4\_GL\_GetProcAddress] Called for 'glLoadIdentity'  
[OS4\_GL\_GetProcAddress] Called for 'glLoadMatrixf'  
[OS4\_GL\_GetProcAddress] Called for 'glShadeModel'  
[OS4\_GL\_GetProcAddress] Called for 'glHint'  
[OS4\_GL\_GetProcAddress] Called for 'glClearColor'  
[OS4\_GL\_GetProcAddress] Called for 'glBlendFunc'  
[OS4\_GL\_GetProcAddress] Called for 'glEnableClientState'  
[OS4\_GL\_GetProcAddress] Called for 'glPixelStorei'  
[OS4\_GL\_GetProcAddress] Called for 'glScissor'  
[OS4\_GL\_GetProcAddress] Called for 'glReadPixels'  
[OS4\_GL\_GetProcAddress] Called for 'glGetIntegerv'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteTextures'  
[OS4\_GL\_GetProcAddress] Called for 'glGenTextures'  
[OS4\_GL\_GetProcAddress] Called for 'glBindTexture'  
[OS4\_GL\_GetProcAddress] Called for 'glTexParameterf'  
[OS4\_GL\_GetProcAddress] Called for 'glTexImage2D'  
[OS4\_GL\_GetProcAddress] Called for 'glTexCoordPointer'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexPointer'  
[OS4\_GL\_GetProcAddress] Called for 'glDrawArrays'  
[OS4\_GL\_GetProcAddress] Called for 'glTexSubImage2D'  
[OS4\_GL\_GetProcAddress] Called for 'glGetString'  
[OS4\_GL\_GetProcAddress] Called for 'glGetError'  
[OS4\_GL\_GetProcAddress] Called for 'glEnableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glEnableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDisableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDisableVertexAttribArrayARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniform1iARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniform1iARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniform1fARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniform1fARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUniformMatrix4fvARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUniformMatrix4fvARB'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexAttrib4fARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glVertexAttrib4fARB'  
[OS4\_GL\_GetProcAddress] Called for 'glVertexAttribPointerARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glVertexAttribPointerARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCreateProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCreateProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glAttachObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glAttachObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDetachObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDetachObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glLinkProgramARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glLinkProgramARB'  
[OS4\_GL\_GetProcAddress] Called for 'glUseProgramObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glUseProgramObjectARB'

[OS4\_GL\_GetProcAddress] Called for 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Called for 'glBindAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glBindAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetAttribLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetUniformLocationARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetUniformLocationARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCreateShaderObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCreateShaderObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteObjectARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetObjectParameterivARB'  
[OS4\_GL\_GetProcAddress] Called for 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGetInfoLogARB'  
[OS4\_GL\_GetProcAddress] Called for 'glShaderSourceARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glShaderSourceARB'  
[OS4\_GL\_GetProcAddress] Called for 'glCompileShaderARB'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCompileShaderARB'  
[OS4\_GL\_GetProcAddress] Called for 'glBindFramebufferEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glBindFramebufferEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glDeleteFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glDeleteFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glGenFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glGenFramebuffersEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glFramebufferTexture2DEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glFramebufferTexture2DEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glCheckFramebufferStatusEXT'  
[OS4\_GL\_GetProcAddress] Failed to load 'glCheckFramebufferStatusEXT'  
[OS4\_GL\_GetProcAddress] Called for 'glActiveTextureARB'  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_ShowCursor] Hiding cursor  
[OS4\_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878  
[OS4\_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')  
input was released  
CandiEngine: Icon changed -> recreate bufferlist  
CandiEngine: Icon changed -> recreate bufferlist

```
[OS4_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')
input was released
[OS4_ShowCursor] Hiding cursor
[OS4_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878
[OS4_ShowCursor] Hiding cursor
[OS4_SetPointerForEachWindow] Setting pointer object 0x61D42364 (type 16) for window 0x61D45878
[OS4_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')
input was released
[OS4_SetWindowGrabPrivate] Window 0x61D45878 ('ScummVM 2.1.0git (Jul 14 2018 15:24:20)')
input was released
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
[OS4_GL_DeleteContext] Called with context=0x5CA07300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_GetDisplayBounds] x=0, y=0, w=2560, h=1440
[OS4_HideWindow] Hiding window 'ScummVM 2.1.0git (Jul 14 2018 15:24:20)'
```

btw: it doesn't matter how big the shell window is or where it's placed on workbench, once it's open, ScummVM bombs

edit: Updated the post with new information