

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Hmm, seems there are some iterations needed before it really crashes.

I just tried with changing some of the gfx options in ScummVM and it froze in fullscreen aswell.
Have yet to find out the steps needed.

Edit:

Try the following:

Use the above posted scummvm.ini (not sure if it's related to the freeze, though)

- Start ScummVM
- Go to Options
- Uncheck all three options (Aspect ratio, Fullscreen, Filter)

Let the window open

- Click outside the window to make the WB become active and the pointer visible
- Click on ScummVM's close gadget

If that doesn't do anything, simply start ScummVM up again (now in window mode) and close it with the close gadget

Sure freeze here.