
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Damn 😞

No change with the test release.

I can make it appear by simply opening and closing ScummVM (in window mode while using OpenGL) over and over again.

(Here it normally takes two or three tries before it freezes)

It will freeze before CloseSystemWindow comes up.

First try in the log is good, window gets closed, nothing special happens.

Right after that i started ScummVM again and closed it right after when launcher was available and it froze solid.

```
[_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 0x610C984C)
[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 0x6FFF800)
[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 0x610C984C succeeded (address 0x61049070)
[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 0x4C2417D0 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_LoadGLLibrary] Profile_mask 0, major ver 1, minor ver 3
[OS4_IsMiniGL] OpenGL 1.3 requested
[OS4_GL_LoadLibrary] Called 0
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x5BDC2E68)
[OS4_GetInterface] Getting interface for libbase 0x5BDC2E68 succeeded (address 0x4F4E6CD0)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (960,480) of size (640x480) on screen 0x611F49C0
[OS4_CreateSystemWindow] Window address 0x4E975820
[OS4_RefreshCursorState] Mouse shown 0
[OS4_ShowCursor] Hiding cursor
[OS4_SetPointerForEachWindow] Setting pointer object 0x5BCF6EA4 (type 16) for window 0x02A8B092
[OS4_SetupWindowData] '(null)' dimensions 640*480
[OS4_CreatelconifyGadget] Called
[OS4_ShowWindow] Showing window 'ScummVM'

[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 0x4BF56300 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_Address] 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 'glShaderSou_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 0x5BCF6EA4 (type 16) for window 0x4E975820
[OS4_ShowCursor] Hiding cursor
[OS4_SetPointerForEachWindow] Setting pointer object 0x5BCF6EA4 (type 16) for window 0x4E975820
[OS4_SetWindowGrabPrivate] Here
[OS4_SetWindowGrabPrivate] Window 0x4E975820 ('ScummVM 2.1.0git (Jul 15 2018 13:51:21)') input was released
[OS4_SetWindowGrabPrivate] Here
[OS4_SetWindowGrabPrivate] Window 0x4E975820 ('ScummVM 2.1.0git (Jul 15 2018 13:51:21)') input was released
[OS4_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
[OS4_GL_DeleteContext] Called with context=0x4BF56300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_HideWindow] Window is being destroyed, ignore hiding
[OS4_SetWindowGrabPrivate] Here
[OS4_SetWindowGrabPrivate] Window 0x4E975820 ('ScummVM 2.1.0git (Jul 15 2018 13:51:21)') input was released
[OS4_DestroyWindow] Called for 'ScummVM 2.1.0git (Jul 15 2018 13:51:21)' (flags 0x2A)
[OS4_CloseSystemWindow] Closing window 'ScummVM 2.1.0git (Jul 15 2018 13:51:21)' (address 0x4E975820)
[OS4_CloseScreen] Close screen 0x611F49C0
[OS4_CloseScreen] Cannot close public screen
[OS4_GL_FreeBuffers] Called

[OS4_GL_UnloadLibrary] Called 0
[OS4_DropInterface] Dropping interface 0x4F4E6CD0
[OS4_CloseLibrary] Closing library 0x5BDC2E68
[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 0x4C2417A8
[OS4_VideoQuit] Called
[OS4_QuitModes] Called
[OS4_UnlockPubScreen] Called
[OS4_FreeCursor] Called 0x4C2418B0
[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 0x61049070
[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 0x610C984C
[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
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[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 0x610C984C)
[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 0x6FFF464D0 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 0x610C984C succeeded (address 0x61049070)
[OS4_GetInterface] Getting interface for libbase 0x6FE97220 succeeded (address 0x6FC75BA0)
[OS4_OpenLibraries] All library interfaces OK
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[OS4_FindApplicationName] Application name: 'scummvm'
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[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 0x5D2A37D0 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

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[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
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x5BDC2E68)
[OS4_GetInterface] Getting interface for libbase 0x5BDC2E68 succeeded (address 0x4F4E6CD0)
[OS4_GL_LoadLibrary] MiniGL library opened
[OS4_GetIDCMPFlags] Called
[OS4_GetWindowFlags] Called
[OS4_GetScreenForWindow] Window mode (public screen)
[OS4_CenterWindow] X centered
[OS4_CenterWindow] Y centered
[OS4_CreateSystemWindow] Opening window '(null)' at (960,480) of size (640x480) on screen 0x611F49C0
```


[OS4_CreateSystemWindow] Window address 0x5D9A6570
[OS4_RefreshCursorState] Mouse shown 0
[OS4_ShowCursor] Hiding cursor
[OS4_SetPointerForEachWindow] Setting pointer object 0x5BCF6EA4 (type 16) for window 0x02A8B092
[OS4_SetupWindowData] '(null)' dimensions 640*480
[OS4_CreateIconifyGadget] Called
[OS4_ShowWindow] Showing window 'ScummVM'
[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 0x4BF56300 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_GL_MakeCurrent] Called window=0x00000000 context=0x00000000
[OS4_GL_DeleteContext] Called with context=0x4BF56300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding

[OS4_HideWindow] Window is being destroyed, ignore hiding

[OS4_SetWindowGrabPrivate] Here

[OS4_SetWindowGrabPrivate] Window 0x5D9A6570 ('ScummVM 2.1.0git (Jul 15 2018 13:51:21)

) input was released

[OS4_DestroyWindow] Called for 'ScummVM 2.1.0git (Jul 15 2018 13:51:21)' (flags 0x2A)