
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Date: : 2018/7/21 11:24:22

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@Capehill

Sorry for the delay

With beta2 i got an instant freeze after starting ScummVM in window/OpenGL mode and closing it with the gadget.

I don't know what the numbers mean, but i hope you can work with them

```
[_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 0x5BF5B7D0 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
[OS4_OpenLibrary] Opening 'minigl.library' version 2 succeeded (address 0x4505C208)
[OS4_GetInterface] Getting interface for libbase 0x4505C208 succeeded (address 0x5FF34000)
[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 0x4FC73688
[OS4_RefreshCursorState] Mouse shown 0
[OS4_ShowCursor] Hiding cursor
[OS4_SetPointerForEachWindow] Setting pointer object 0x4432EE4C (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 0x4989C300 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=0x4989C300
[OS4_GL_DeleteContext] Found MiniGL context, clearing window binding
[OS4_HideWindow] Window is being destroyed, ignore hiding
[OS4_SetWindowGrabPrivate] 767
[OS4_SetWindowGrabPrivate] Window 0x4FC73688 ('ScummVM 2.1.0git (Jul 21 2018 11:55:21)')
input was released
[OS4_DestroyWindow] Called for 'ScummVM 2.1.0git (Jul 21 2018 11:55:21)' (flags 0x2A)
[OS4_DestroyWindow] 812
[OS4_DestroyWindow] 815
[OS4_DestroyWindow] 818
[OS4_DestroyWindow] 823
[OS4_CloseWindow] 653
[OS4_CloseWindow] 656
[OS4_CloseWindow] 659
[OS4_CloseWindow] 662

[OS4_CloseWindow] 665
[OS4_CloseWindow] 673