

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2018/7/23 13:57:06

URL:

@Raziel

They are line numbers that map to my debug build. Is the last one always 673?

If so, it would seem that freeze happens when calling DisposeObject() function, line 660 in code (that has no extra debug lines): [https://github.com/AmigaPorts/SDL/blob ... aos4/SDL_os4window.c#L660](https://github.com/AmigaPorts/SDL/blob...aos4/SDL_os4window.c#L660)