

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Raziel

Date: : 2018/10/22 20:14:49

URL:

@Capehill

I haven't read the whole thread, but do we have AmigaOS specific keyboard fixes in our SDL2 port?

I'm asking because of a bug in ScummVM where there was a SDL1/2 keyboard fix done for macOS which now affects the AmigaOS4 keyboard, namely the numpad, in some games.

The PR that introduced the bug is [here](#).

It affects the AmigaOS4 keyboard in the way that only some of the numpad keys are working at all and the function of said keys are shifted (e.g. the action for key 7 is on key, while key 7 does nothing etc.), so it's not really usable, the number keys beneath the F keys are not affected.

I'd like to know if this is something we need to get fixed or reversed in our SDL port or need to be figured out in the ScummVM source.

See also my bug report for ScummVM [here](#)