

---

Subject: : AmigaOS4

Topic: : Polaris - Mplayer problem

Re: Polaris - Mplayer problem

Author: : broadblues

Date: : 2018/11/5 18:48:52

URL:

@MickJT

\*\*\* deleted rubbish \*\*

bah ignore that, talking nonsense....

But taking a second look I wonder if setting BMATags\_Friend in the test bitmap is overriding the requested pixel format resulting in a successful composite?

AS an aside the code is referencing `&the_screen->BitMap` anybody who ever read the intuition include would know that that has been strongly discouraged since the 'dawn of time', it should be

`the_screen->RastPort.BitMap`

Quote:

```
/* ===== */
/* === Screen ===== */
/* ===== */
```

```
/* VERY IMPORTANT NOTE ABOUT Screen->BitMap. In the future, bitmaps
 * will need to grow. The embedded instance of a bitmap in the screen
 * will no longer be large enough to hold the whole description of
 * the bitmap.
 *
 * YOU ARE STRONGLY URGED to use Screen->RastPort.BitMap in place of
 * &Screen->BitMap whenever and wherever possible.
 */
```

That is ofcourse aimed at the author of the code not yourself 😊

But as I said I think the use of Friend Bitmap and pixelformat will prefer the friend bitmap , especially since it occurs after the pixel format tag.