

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@kas1e

>why it happens only with Q3[...] It should be in any game

From my own experience in debugging : never assume "It should be" but only check what really is/happen in the prog.



So in this case: have a look to what bitmap is currently used ... just to be sure.

Alain