
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

Author: : kas1e

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URL:

@Capehill

Porting some SDL1 stuff, and find out this part of code:

```
static Uint8 cursorMask[16] = { 0 };  
static Uint8 cursorData[16] = { 0 };  
static SDL_Cursor* cursor;  
cursor = SDL_CreateCursor(cursorData, cursorMask, 16, 16, 0, 0);  
SDL_SetCursor (cursor);
```

Which probably mean "let's hide the cursor". But, by some reasons when i use that code, i have in the cursor place some trailing black dots keeps.

So or code wrong (or wrong at all, or wrong for aos4), or that another sdl1 issue