

Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@kas1e

SDL destroys existing OpenGL context in most cases when SetVideoMode is called. It might explain the issue if application assumes that old context exists after display change.

On the other hand, that fullscreen toggling workaround may not be needed. `SDL_WM_ToggleFullScreen` works, I tried `testgl` with `ALT+ENTER` combo.

Serial logs might give more information.