

---

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2019/1/31 22:37:04

URL:

@Capehill

Today found problem with some of stuff i work on , which just crashes when i do "alt+enter" to switch from fullscreen to window mode when context created via GLES2

Step by step i reduce things, just in end to find out that "testgles2.c" crashes the same !

Its enough to run it like:

```
ram:> testgles2 --fullscreen
```

And then when cube start rotating, press "alt+enter", and it immediately crashes, there is crashlog:

[http://kas1e.mikendezign.com/aos4/sdl ... 2\\_2019-01-30\\_01-39-13.txt](http://kas1e.mikendezign.com/aos4/sdl ... 2_2019-01-30_01-39-13.txt)

What is interesting, is that if you run that test case in window mode, then you can switch by alt+enter to fullscreen, and then back, and again, and all works for about 20-30 times, and then can still crashes like that.

But at least with running in fullscreen mode by default, and then "alt+enter", crashes all the time 100%.

We of course can report it to Daniel (in hope it can be some ogles2.library issue), but probably it need to be checked in SDL2 firstly ?

Version of SDL2 i use are one from 13\_12\_2018, so fresh one.

Thanks !