

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

And it happens only when we run in fullscreen and then switch to window. If we run in window mode , then switch to fullscreen and back to window work (at least most of times, later it still can crash). Its like it should work, but something wrong

Quote:

Is there a way to update context's window pointer?

You mean in SDL2 or in ogles2 ? How it done for minigl ?