

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2019/2/2 5:41:11

URL:

@Capehill

Quote:

I think it's possible that new window is created at the same memory location than the old one, if no other system allocations happen during toggling.

And you are right imho. If i run it in window mode, then switch to fullscreen and then press amiga+m to play with system a bit (so to make some other allocations), then switching back to window crashes same as if i run testcase in fullscreen initialy.

What mean it was/are luck that i can switch from window to fullscreen and back.