
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2019/2/3 13:31:33

URL:

@Capehill

For sake of tests i tried just that test code:

```
int result;
```

```
if ( fullscr!=0){
    result = SDL_SetWindowFullscreen(glWindow,SDL_WINDOW_FULLSCREEN);
    if (result == 0) { printf ("switch to FULLSCREEN mode fine!\n");
    } else {
        printf("Switch to FULLSCREEN mode failed: %sn", SDL_GetError());
    }

} else if( fullscr==0){
    result = SDL_SetWindowFullscreen(glWindow,0);
    if (result == 0) { printf ("switch to WINDOW mode fine!\n");
    } else {
        printf("Switch to WINDOW mode failed: %sn", SDL_GetError());
    }

}

}
```

So when i press alt+enter , and before crash happens, i always have "success". So from SDL side all kind of "ok", the problem happens somewhere later.

I write mail to Daniel 2 days ago about, but he didn't answer, maybe it in the spam box , so tried to reask in GL4ES thread, maybe we will be lucky there.