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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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@Capehill

Also i notice another issue with iconification on SDL2: Iconification not always grab the correct icon of binary, but instead fallback to the deafult "ENVARC:Sys/def\_window". I tested few games, and in some it works, in other are not. I for sake of tests even take the same icon everywhere, and from one binary compiled with the same SDL2 it works, with another one compiled with same SDL2 it didn't.

All i have on serial for working ones are:

```
[OS4_IconifyWindow] Iconifying 'PROTOTYPE'  
[OS4_HideWindow] Hiding window 'PROTOTYPE'
```

And for non working ones are:

```
[OS4_GetDiskObject] Falling back to 'ENVARC:Sys/def_window'  
[OS4_IconifyWindow] Iconifying 'Foobillard++'  
[OS4_HideWindow] Hiding window 'Foobillard++'
```

or for other game:

```
[OS4_GetDiskObject] Falling back to 'ENVARC:Sys/def_window'  
[OS4_IconifyWindow] Iconifying 'Friking Shark'  
[OS4_HideWindow] Hiding window 'Friking Shark'
```

I then do some debug printfs in OS4\_GetDiskObject():

```
static struct DiskObject *OS4_GetDiskObject(_THIS)  
{  
    SDL_VideoData *videodata = (SDL_VideoData *) _this->driverdata;  
  
    struct DiskObject *diskObject = NULL;
```

```

if (videodata->appName) {
    diskObject = Ilcon->GetDiskObject(videodata->appName);

    dprintf("We after diskObject = Ilcon->GetDiskObject(videodata->appName);\n");
    dprintf("videodata->appName are : %s\n", videodata->appName);
}

if (!diskObject) {
    CONST_STRPTR fallbackIconName = "ENVARC:Sys/def_window";

    dprintf("Falling back to '%s'\n", fallbackIconName);
    diskObject = Ilcon->GetDiskObjectNew(fallbackIconName);
}

return diskObject;
}

```

And, while i have come into that if (videodata->appName), so i have words "we after blabla", and printf for videodata->appName show name correctly "foobillard++", diskobject seems still NULL or mess (like it uninitialized), and so it fallback on default icon.

So then i put for sake of test firstly that:

```
diskObject = Ilcon->GetDiskObject("PROGDIR:foobillard++");
```

And it works, icon takes, all fine. But as videodata->appName printf's just "foobillard++", i tried that:

```
diskObject = Ilcon->GetDiskObject("foobillard++");
```

And it fail the same !

So seems there some bug related to the getting of real path of the filename. If i put also that:

```
diskObject = Ilcon->GetDiskObject("work:foobillardplusplus/foobillard++"); , it also works fine.
```

I remember we have kind of same issue for SDL1 some time ago, but this one was arise when we just run app from another place, and not from its home directory, like:

Quote:

```
ram:> works:game/game.exe
```

But probably same changes which you do for SDL1 to fix that can be applied to the SDL2 to fix what we have

now. If it of course same issue, but looks very well like it is (if it works with PROGIDR: and full path, but didn't with just pure name).