

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Salas00

Yeah, exactly :) found "chdir(data_dir)".

So it mean SDL2 code need to build absolute patches for getting diskobject, as i test 4 games, 3 of them fail with that error. Or maybe just adding "PROGDIR:" before appname will be enough..