

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

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URL:

@salas00

Yeah, that did the trick as well.

@Capehill

Found another issue with iconification: when you run sdl2 app in window mode it have iconification gadget all fine. But then, when you switch to fullscreen (via `SDL_SetWindowFullscreen()` ), and then back to the window via the same `SDL_SetWindowFullscreen()`, then iconify gadget disappear. Like code which re-create window forgot to add iconification gadget as it done when window firstly created.