

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@kas1e

Because `WA_AutoAdjust` is `TRUE` by default, window is forced inside the `WB` boundaries. By adding "`WA_AutoAdjust, FALSE`" in window creation routine, window can keep its original inner dimensions (but it goes partially outside, of course).

But, using a simple test case I couldn't reproduce window corruption issue. When OpenGL buffer is blitted onto window, window inner dimensions are queried.

Another thing: if you have started the program in fullscreen mode, how come window has the resize gadget on the bottom right corner? How exactly the window was created?