

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : Daytona675x

Date: : 2019/3/20 13:53:33

URL:

@Capehill

Quote:

Seems that dstBytesPerRow parameter is uint32, so code looks suspicious.

Looks okay to me. A bit uncommon maybe but okay. First rInfo.BytesPerRow is being negated ( = very large uint32 which effectively results in a decrease per row during copying, to flip the data vertically), then this is undone when returning.