

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2019/4/6 12:27:53

URL:

@Capehill

Quote:

So if we want to ignore icon's position, I guess we have to modify the DiskObject somehow before calling AddAppIcon().

By changing X/Y to 0,0 ? (if it possible to change in DiskObject structure at all ?)