

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Raziel

ScummVM seems to call glTexImage2D only in 2 relevant places, so it should be simple to debug out the input parameters.

Debugging input parameters in this file might be enough [https://github.com/scummvm/scummvm/blob...  
aphics/opengl/texture.cpp](https://github.com/scummvm/scummvm/blob/master/src/graphics/opengl/texture.cpp)