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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Raziell

Date: : 2019/8/26 21:19:14

URL:

@Capehill

Yes, it does, a lot actually 😊

User picked target 'bladerunner-final-win' (gameid 'bladerunner-final')...

Looking for a plugin supporting this gameid... Blade Runner

Starting 'Blade Runner with restored content'

WARNING: GL ERROR: GL\_INVALID\_OPERATION on glTexImage2D(0x0DE1, 0, \_glIntFormat, \_width, \_height, 0, \_glFormat, \_glType, \_\_null) (backends/graphics/opengl/texture.cpp:141)!

WARNING: GL ERROR: GL\_INVALID\_OPERATION on glTexSubImage2D(0x0DE1, 0, 0, area.top, src.w, area.height(), \_glFormat, \_glType, src.getBasePtr(0, area.top)) (backends/graphics/opengl/texture.cpp:169)!

Subtitles version info: v3 (09:35:49 22/07/2019) EFIGS by: English by ScummVM Team, French by Kwama57

Subtitles font 'SUBTLS\_E.FON' was loaded successfully.

SliceAnimations::openFrames: HDFRAMES.DAT resource not found. Falling back to using CDFRAMESx.DAT files instead...

WARNING: numQueuedStreams: 0!

WARNING: GL ERROR: GL\_INVALID\_OPERATION on glTexSubImage2D(0x0DE1, 0, 0, area.top, src.w, area.height(), \_glFormat, \_glType, src.getBasePtr(0, area.top)) (backends/graphics/opengl/texture.cpp:169)!

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And for the sake of context, this is what was changed

Quote:

In that commit output format was changed from 15bit rgb555 to 16bit argb1555, because android port supports only that, that might be the issue.

It's now [return Graphics::PixelFormat\(2, 5, 5, 5, 1, 11, 6, 1, 0\);](#)