

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

Date: : 2019/8/28 18:25:59

URL:

@Raziel

Missed this bit:

Quote:

isnt a width and height of 32 a little small for a game screen

Yes, it was probably a mouse pointer. ScummVM uses textures for various purposes.