
Subject: : AmigaOS4

Topic: : SDL1 open issues

Re: SDL1 open issues

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URL:

@Capehill

And seems found another bug with opengl-resizing in sdl1, this time it seems not related to PREALLOC fix (because i tried and old adtools version, and our new version with latest fix, etc). It just when you resize it again the same white. I didn't tried through previous fix with prealloc, will check too.

There is source code and binary for test:

<http://kas1e.mikendezign.com/aos4/sdl1/lesson32.lha>

It is nehe's lesson32.

Compile line are:

```
g++ -athread=native -Wno-write-strings lesson32.cpp -o lesson32 -lsdl_mixer -lmodplug -lmikmod -lflac -lsmpeg  
-lvorbisfile -lvorbis -logg -lsdl -lgl -lpthread
```

Just compile , run and try to resize.